



MorphoDig

MorphoDig User's guide
MorphoDig v1.0

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Introduction

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MorphoDig is based on the design concepts of the software FoRM-IT (Fossil Reconstruction and Morphometry Interactive Toolkit; [Zollikofer and Ponce de León, 1995, 2005]). MorphoDig[Lebrun, 2018] was developed as a help to the scientific journal MorphoMuseuM (M3), in order to help scientists to produce enriched surface models. The source code is hosted on Github.

Origin of the project

Over the last two decades, even though 3D data acquisition and computer-assisted techniques have grown increasingly popular among biologists, paleontologists and paleoanthropologists, so far, no standard biology-oriented 3D mesh manipulation software has emerged; most of the time, researchers either use commercial software which are not primarily designed for biologists, or develop their own in-house software solutions. MorphoDig builds upon the design concepts of the software FoRM-IT (Fossil Reconstruction and Morphometry Interactive Toolkit; [Zollikofer and Ponce de León, 1995, 2005]), and is developed to meet the need to ease the production and the diffusion of 3D models of biological organisms. MorphoDig provides a set of tools for editing, positioning, deforming, labeling, tagging sets of 3D surfaces. As such, MorphoDig can be used to produce enriched models which can in turn be submitted to M3.

Main features

Features include:

- Retro-deformation for virtual restoration of fossils/deformed specimens;

- Point and curve primitives for placing the exact type of landmark points you're interested in
- Easy to use 3D interface for positioning and manipulating sets of surfaces and landmark primitives
- Mesh tagging, labeling and coloring (to allow for the creation of anatomy atlases)
- Mesh scalar computation and coloring (based upon curvature/thickness etc...)

MorphoDig allows to import and export 3D meshes in standard formats such as STL, PLY and VTK polydata, and as such, it can be used in conjunction with a variety of other 3D mesh editors such as MeshLab (<http://meshlab.sourceforge.net/>) or Blender (<https://www.blender.org/>)

Implementation

MorphoDig is entirely written in C++, and uses the visualization library VTK [Avila et al., 2001]. The GUI has been designed with QT (<https://www.qt.io/>). MorphoDig is open-source and cross platform, and we are looking forward to welcoming new developers in the future in order to implement new functionalities.

Chapter 1

Licence

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1.1 MorphoDig

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Chapter 2

F.A.Q.

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2.1 How should I cite MorphoDig in scientific publications ?

You may cite MorphoDig with the following reference :

Lebrun, R. MorphoDig, an open-source 3D freeware dedicated to biology. IPC5, Paris, France; 07/2018.

2.2 Is MorphoDig a geometric morphometrics software ?

No. However, you can digitize 3D landmarks on complex 3D surfaces using MorphoDig, which you can use in other software.

2.3 Can I produce/extract 3D meshes out of CT/MRI data using MorphoDig ?

No. To extract 3D meshes CT/MRI data sets, you have to use another software. However, you can edit 3D Meshes in various ways using MorphoDig.

2.4 Is there a CTRL-Z functionality ?

Yes, definitely. Most actions can be undone and redone.

Chapter 3

Main window, Open data, Save data, Undo-Redo actions

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3.1 Main window.

MorphoDig's main window is organized as shown in Fig. 3.1. The most commonly used controls are directly accessible nearby the main 3D rendering window, and are sorted by function.

3.2 Open and save data

- There are three main ways to open data in MorphoDig. First, you can open specific files via the menu "File". You may also open data by clicking on the "open" () button inside the main window. You may also drag and drop files within the main 3D window. STL, PLY and VTK polydata surface files can be opened by MorphoDig, and many files specific to that software (files, curves, positions, color maps, tag maps, orientation-helper labels etc.).
- In most cases, only selected objects (or some of their properties) can be saved; most "save" functionalities will not affect unselected objects. There are two main ways to save data in MorphoDig. First, you can save specific files through the menu "File". You may

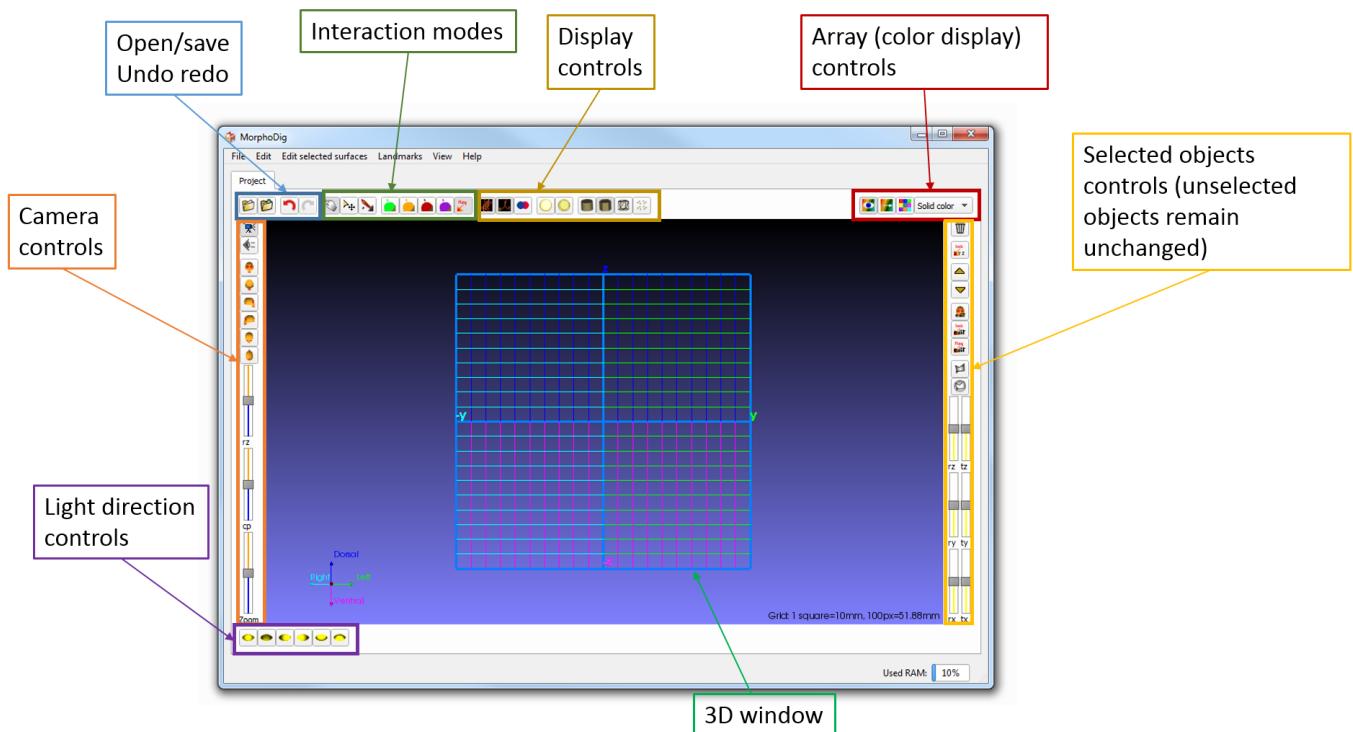


Figure 3.1: MorphoDig's GUI. Controls are organized around the main 3D rendering window.

also save a project with the button "save project" () inside the main window. Only selected objects will be considered when saving a project.

3.3 Undo-Redo actions

- Most actions, such as opening data, deleting data, selecting/unselecting objects, placing landmarks, modify the position of landmarks/surfaces, surface tagging etc. can be undone by clicking the "undo" button ().
- The same actions can be redone by clicking on the "redo" button ().

Chapter 4

Interactions and color display.

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4.1 Interacting with objects

One very important aspect of MorphoDig's design is that most interactions or modifications of opened objects can only be done when these objects are selected. Selected objects (3D surfaces and landmarks) are always drawn in "grey". All currently opened objects can be selected by pressing CTRL+A. All currently opened objects can be unselected by pressing CTRL+D. Objects can also be selected/unselected using the right mouse button, depending on the currently active interaction mode (see below).

4.2 Interactions modes

See Fig. 3.1 to find the location of the "Interaction modes" controls in the main Window.

4.2.1 Camera mode

“Camera mode” is the default interaction mode, and is active on startup. When active, left and middle mouse button drags result in camera rotation/translation, respectively. Right

mouse button drag results in object selection/unselection. Pressing "ESC" switches between object mode and camera mode.

4.2.2 Object mode

When active, left and middle mouse button drags result in object rotation/translation, respectively. Right mouse button drag results in object selection/unselection. Pressing "ESC" switches between object mode and camera mode.

4.2.3 Landmark mode

When active, only landmarks can be selected/unselected via right mouse button drag. This mode is useful when editing/placing landmarks. Left and middle mouse button drags result in camera rotation/translation, respectively.

4.3 Landmark setting modes

Landmarks can be set on surfaces by pressing "L" + left mouse click. Four series of landmarks can be set with MorphoDig: "normal" landmarks, "target" landmarks, "curve node" landmarks and "curve handle" landmarks. Additionally a fourth special landmark series ("flag" landmarks) can be used to label surface structures.

4.3.1 Normal landmark mode

Press "green dot" to activate this mode (this mode is active by default)

4.3.2 Target landmark mode

Press "orange dot" to activate this mode

4.3.3 Curve node mode

Press "red dot" to activate this mode

4.3.4 Curve handle mode

Press "purple dot" to activate this mode

4.3.5 Flag landmark mode

Press "red flag" to activate this mode

4.4 Unselected surfaces color display

See Fig. 3.1 to find the location of the "Array controls", which impact the color display of the surfaces. A given unselected surface can be colored:

- using a uniform "solid" color (Fig. 4.1-A). Scalar display mode must be deactivated or active array combo box set to "Solid color" ()
- according to the scalar values (= numbers) associated at the vertices (Fig. 4.1-B). Array display mode button must be pressed () and a Scalar array must be selected (ex:)
- according to the tag values (= integers) associated to the vertices (Fig. 4.1-C). Array display mode button must be pressed () and a Tag array must be selected (ex:)
- according to RGB values directly associated to the vertices (Fig. 4.1-D). Array display mode button must be pressed () and a RGB array must be selected (ex:

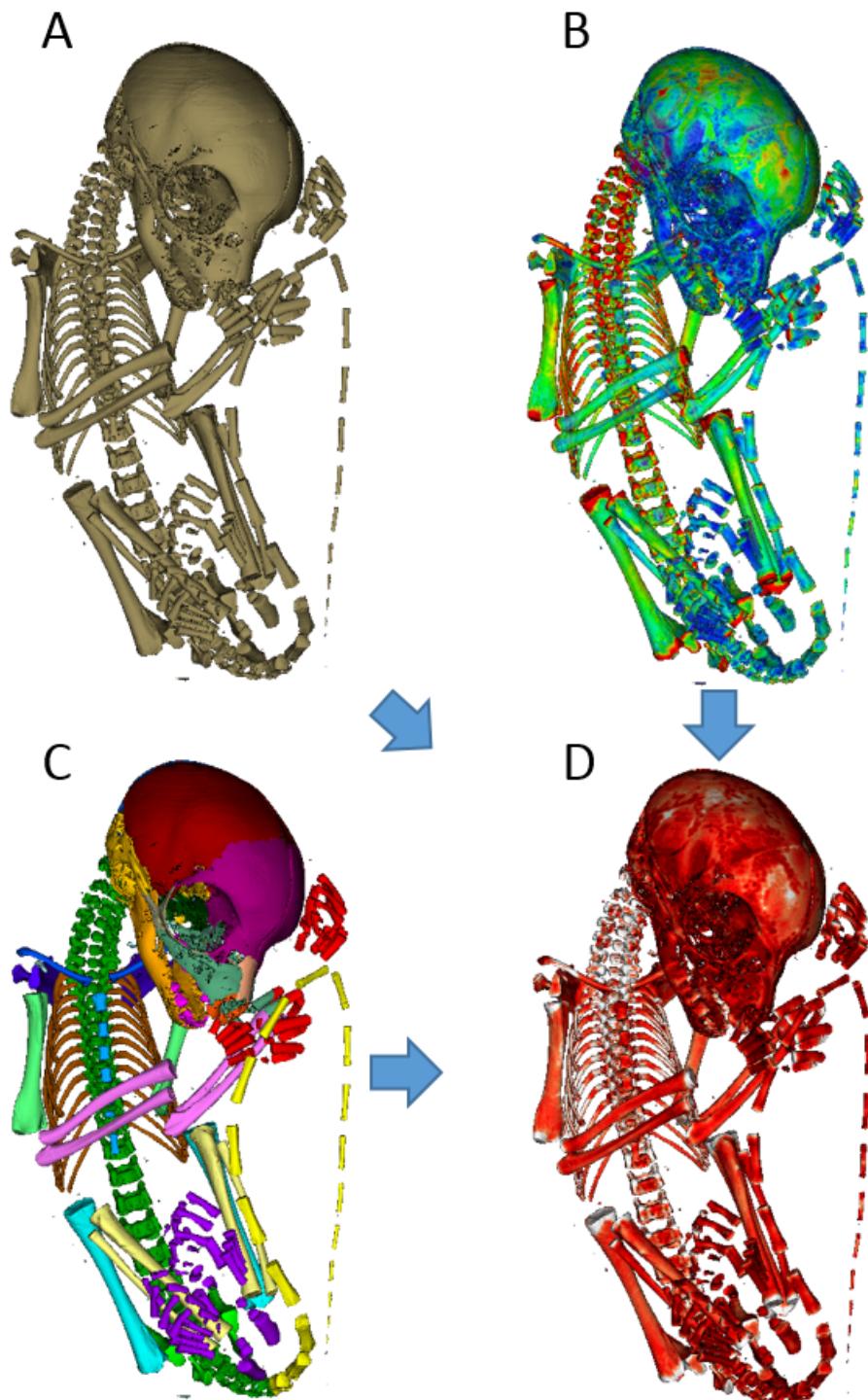


Figure 4.1: Color modes for a given surface. Single surface representation of the skeleton of newborn *Lemur catta*. A: "Solid color mode" mode : a uniform color is used to represent the whole surface. B: "Scalar array" representation mode. Numbers (here bone thickness) are associated to each vertex of the surface, and are rendered using a color map. C: "Tag array". Integers are associated to each vertex (here different integer values are associated to different groups of bones), and a color map is used to colorize the specimen. D : "RGB array" : red, green, blue and transparency information is directly associated to each vertex : no color map is used in that case. In MorphoDig, RGB arrays can be produced out of solid color information, scalar arrays and tag arrays. PLY file produced via surface scans from a 3D model. RGB information.

Chapter 5

Keyboard and mouse controls

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5.1 Keyboard and mouse controls

Ctrl+A	Selects all objects
Ctrl+D	Unselects all objects
Ctrl+Z	Undo last action
Ctrl+Y	Redo last action
L+ left click	Creates a landmark (either "normal", "target", "curve node", "curve handle" or "flag" landmark).
L + right click	If a single landmark is selected, its position is moved. Nothing happens if no landmark is selected or if more than one landmark are selected
Left mouse button drag	Camera mode : camera rotation. Object mode : object rotation. Landmark mode : camera rotation.
Ctrl + left mouse button drag	Camera mode : object rotation. Object mode : camera rotation. Landmark mode : object rotation.
Right mouse button drag	Draws a yellow rectangle. Once right button is released, all objects (surfaces and landmarks) falling inside the rectangle get selected/unselected, depending on their initial selection status
Middle mouse button roll (roll wheel)	Zoom / unzoom
Middle mouse button drag	Camera mode : camera translation Object mode : object translation Landmark mode : camera translation
Ctrl + middle mouse button drag	Camera mode : object translation Object mode : camera translation Landmark mode : object translation
« Del »	All selected objects are deleted
T + left click	Picks a vertex and tags corresponding surface with active tag value (a tag array must be active, and tag mode must be activated)
T + right click	Picks a vertex and tags corresponding surface with active tag value (a tag array must be active, and tag mode must be activated). The only potentially affected vertices are those having initially the same color as that of the picked vertex.

5.2 Additional controls

Additional controls are available when using "lasso cut" or "lasso tag" (lasso mode should be active):

Left mouse click and drag	Draws the lasso polygon contour
Left mouse release	all the vertices falling within the polygonal region (outside or inside the polygon) are either: - given the color corresponding the active tag (lasso tag) - inserted into a new object (lasso cut inside). - deleted from the new object (lasso cut outside). See lasso cut (section 6.4.7) and lasso tag (section 12.1.5) sections for further information.

Chapter 6

Main window controls

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See Fig. 3.1 to have an overview of the controls described in this chapter.

6.1 Camera controls

Most camera related controls lay on the left part of the main window. See Fig. 3.1 to find the location of the "Camera" controls in the main Window.

6.1.1 Camera rotation center

By default, the camera rotates around the origin of the coordinate system ($x=0, y=0, z=0$), but by pressing "orange / blue ", the camera will revolve around the center of mass of all opened objects. The latter option is useful when the centre of mass of an object (or of several ones) is far from the origin of the coordinate system. The grid is drawn using different colors depending on the camera rotation centre (see Fig. 6.1).

6.1.2 Orthographic or perspective camera projection

You can switch between orthographic and perspective projection mode by pressing the " = " or " < " toggle button (see also see Fig. 6.2). Note that in orthographic camera projection mode



Figure 6.1: Grid display color. Left: when the camera revolves around the origin of the coordinate system ($x=0$, $y=0$, $z=0$), the grid outline is displayed in orange. Right: when the camera revolves around the center of mass of all opened objects, the grid has a blue outline.

⌚, when the grid is displayed, the relationship between pixel size on the screen and real world dimensions appears on the right bottom corner of the screen: **Grid: 1 square=5mm, 100px=37.35mm**.

6.1.3 Camera orientation

6 camera positions are predefined :

- 👉 view object from right side
- 👈 view object from left side
- 前瞻 view object from front side (default camera position)
- /backend view object from back side
- 上方 view object from above
- 下方 view object from below

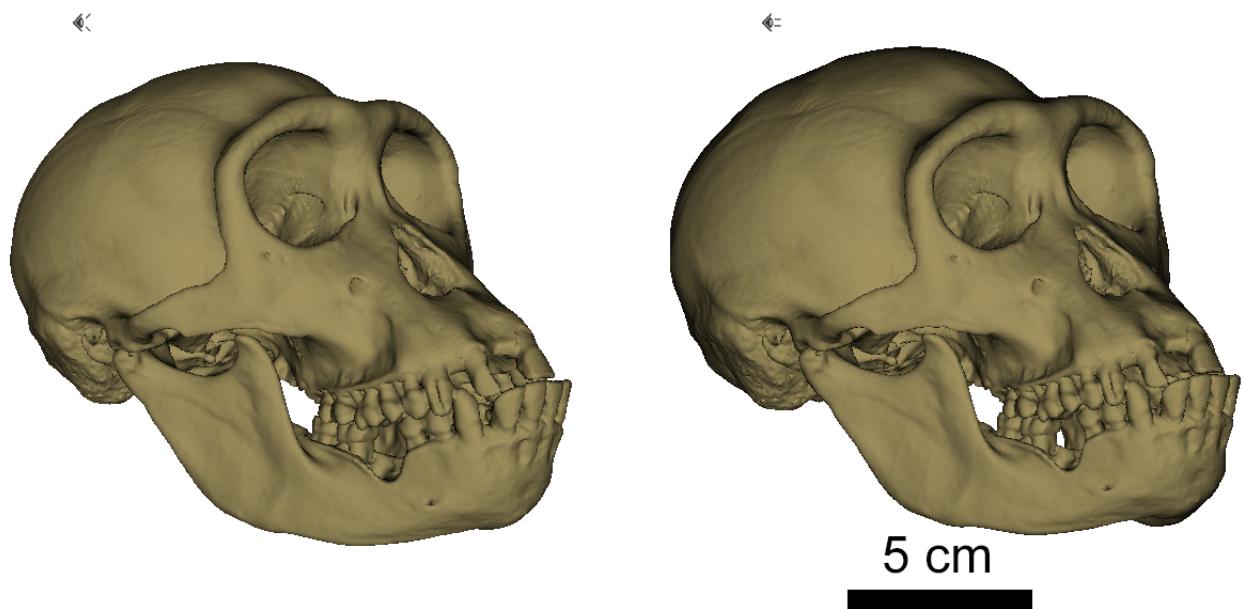


Figure 6.2: Perspective and Orthographic camera projection modes. Skull of *Pan paniscus*. Left: perspective camera projection mode: closer structures appear larger than farther structures. Right: orthographic camera projection mode: a uniform relation exists between pixel size and real world dimensions, making it possible to place a scale bar.

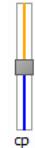
6.1.4 Camera rotation around “z” viewing axis



To do so, you may use the slider lying around the center of the left panel of the main window.

Figure 6.3:
Camera “z”
rotation slider

6.1.5 Clipping plane slider



In some cases, you may need to displace the viewing clipping plane. To do so, use the slider lying centrally in the left panel of the main window. See [6.2.4](#) for additional clipping plane functionalities.

Figure 6.4:
Camera clipping
plane slider

6.1.6 Zoom

There are three main ways to modify the “zoom” in MorphoDig :

- You may use the zoom slider laying in the lower part of the left panel of the main window.
- You may set manually the display scale (Edit → Edit size unit and grid spacing, then define the display scale: 100 pixels in size unit). This option is only available in orthographic projection mode .
- You may use the middle click mouse roll button (roll the wheel).

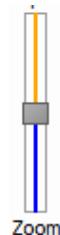


Figure 6.5:
Zoom slider

6.2 Display controls

The display controls mentioned in this section are situated on the top part of the main window (see Fig. [3.1](#)).

6.2.1 Grid

Press  to show / hide the grid. Default grid size is 1 cm / square. Grid size can be edited manually (viewing opt. → Grid size). Switching between the 6 camera predefined positions defined above (, , , ,  and ) will affect the plane in which the grid is drawn.

6.2.2 Coordinate system orientation helper

Press  to show / hide the coordinate system orientation helper lying on the bottom left corner of the main 3D window. By default, the labels are defined the following way:

- +z axis : dorsal side
- z axis : ventral side
- +y axis : left side
- y axis : right side
- +x axis : anterior side
- x axis : posterior side.

You may edit these labels depending on your preferences (for instance, depending on the structure you are working with, you may need to set "+y" to "labial", and "-y" to "lateral"). To edit orientation labels, click on "Edit → Edit orientation labels."



Figure 6.6:
Orientation helper

6.2.3 Anaglyph

Press  to activate/deactivate anaglyph 3D rendering. See Fig. 6.7. You then need to wear "Red/Blue"  glasses to visualize objects in 3D.

6.2.4 Clipping plane

The button  or  permits to adjust / readjust the position of the clipping plane at predefined positions (see for instance Fig. 6.8):

-  : the clipping plane is placed at $z = 0$ (all objects having a z coordinate along z viewing axis smaller than 0 are hidden).
-  : the clipping plane is replaced at its original value : $z = -\text{camera}.far / 2$. This value permits to view objects having positive and negative coordinates along z viewing axis.

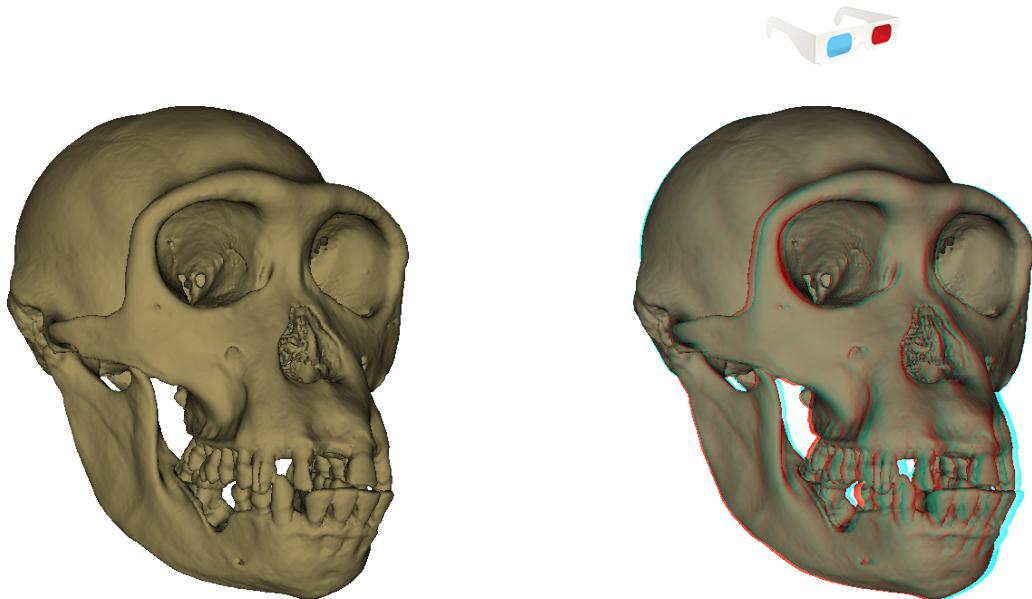


Figure 6.7: Anaglyph display mode. Left: normal display mode. Right: anaglyph display mode. Cranium of the holotype specimen of *Pan paniscus*.

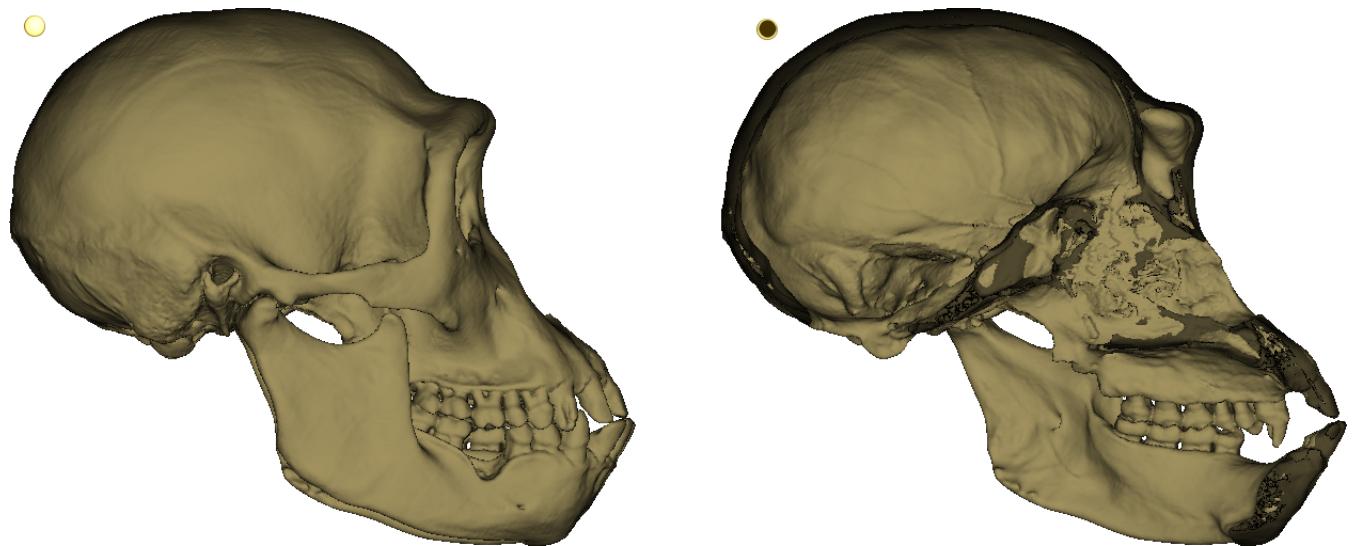


Figure 6.8: Clipping plane display mode. Cranium of the type specimen of *Pan paniscus*. Left: normal display mode. Right: clipping plane display mode "on" : permits to visualize inner structures.

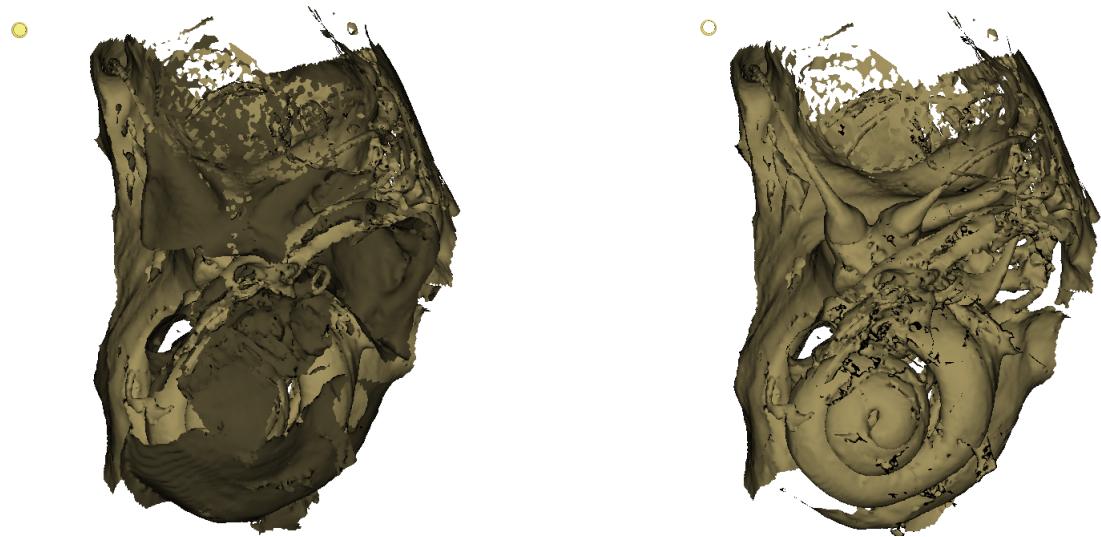


Figure 6.9: Backface culling display mode. Petrosal bone of *Eulemur mongoz*. Left: normal display mode: both frontfaces (lighter) and backfaces (darker) are displayed. Right: backface culling mode activated: only frontfaces are displayed, making it easier to visualize the bony labyrinth.

6.2.5 Backface culling

Hiding backfaces of a surface is useful in some cases to visualize inner structures of a biological object (see for instance Fig. 6.9). The button / permits to visualize/hide backfaces :

- : both sides of a given surface object are rendered.
- : backfaces are hidden (only frontfaces are visible).

6.2.6 Surface 3D representation controls

4 different options exist to draw 3D surfaces :

- : point normales display mode (Gouraud shading)
- : triangle normales display mode
- : wireframe representation display mode
- point cloud display mode

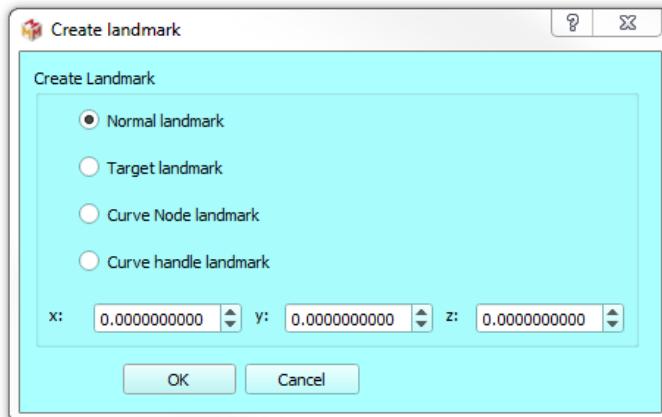


Figure 6.10: Create landmark at a given X,Y,Z coordinate.

6.3 Light direction controls

See Fig. 3.1 to see where the "light controls" are situated within MorphoDig's main window.

6 lightning orientations are predefined :

- 🟡 light from right viewing side
- 🟡 light from left viewing side
- 🟡 light from front viewing side
- 🟡 light from back viewing side
- 🟡 light from above
- 🟡 light from below

6.4 Object controls

See Fig. 3.1 to see where the "object controls" are situated within MorphoDig's main window. Remind that only selected objects are affected by these controls.

6.4.1 Delete selected objects

Clicking on "trash" deletes all selected objects. This action can be undone/redone.

6.4.2 Create landmark at X,Y,Z

Clicking on "lmk" opens the "Create landmark" window (Fig. 6.10), in which a new landmark can be created at specified coordinates. This action can be undone/redone..

6.4.3 Decrease / Increase landmark number

Clicking on will increase (if possible) the landmark number of all selected landmarks. Clicking on will decrease (if possible) the landmark number of all selected landmarks. These button make it possible to reorder landmarks.

6.4.4 Edit first selected surface

Clicking on " opens the "Edit first selected surface" window (Fig. 6.11), in which several properties of a given surface object can be edited.

- Object name : modifies the name of the object.
- Next object and preceding object : saves currently settings and fetches next/preceding surface.
- Object solid color : modifies the "solid color" property of this object.
- Object translucency : modifies the translucency this object. - Object matrix : current position/rotation matrix of the object.
- Reinit matrix: set current matrix to identity.
- Apply matrix to all selected surfaces : set position/rotation matrix to all other selected surfaces.
- Existing arrays : list of all scalar/RGB color/tags arrays associated to the vertices of the surfaces.
- Edit array name : modifies the name of currently selected array
- Duplicate array : duplicates currently selected array
- Delete array : deletes currently selected array
- Ok : save settings and closes window

6.4.5 Edit first selected landmark

Clicking on " opens the "Edit first selected landmark" window (Fig. 6.13), in which landmark coordinates of landmarks can be manually edited. The center of rotation of the camera can be set to the x,y,z coordinates of a given landmark by pressing on ".

6.4.6 Edit first selected flag

Clicking on " opens the "Edit first selected landmark" window (Fig. ??), in which several properties of a given flag can be manually edited.

- Flag name : modifies the label of this flag.
- X, Y, Z: 3D coordinates of the flag.
- Next flag and preceding flag : saves currently settings and fetches next/preceding flag
- Flag color : modifies the "color" of the currently selected flag.
- Flag rendering size : modifies the length of the flag.

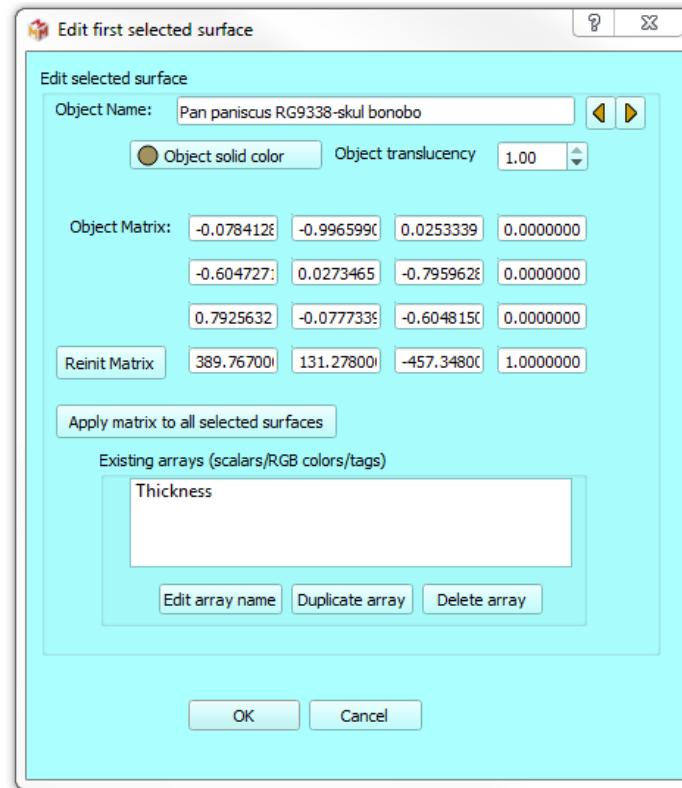


Figure 6.11: Edit first selected surface window.

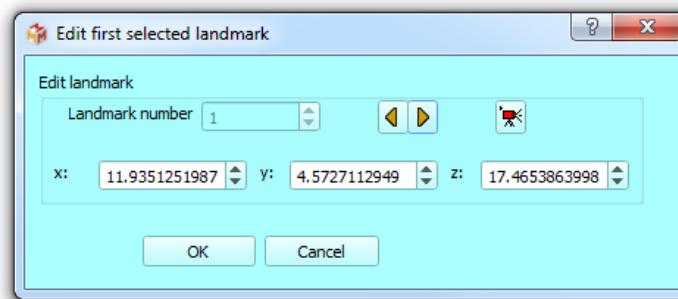


Figure 6.12: Edit first selected landmark window.

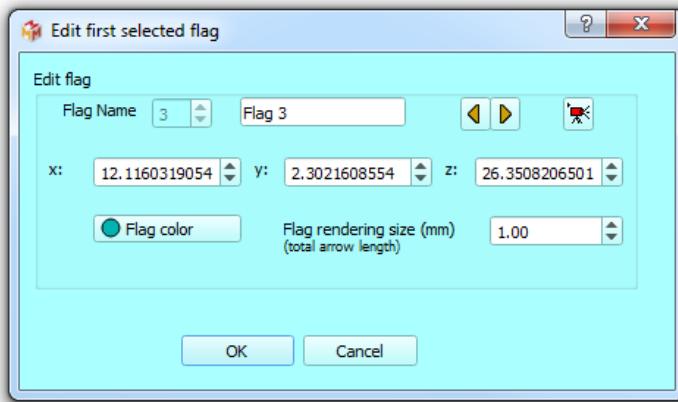


Figure 6.13: Edit first selected flag window.

The center of rotation of the camera can be set to the x,y,z coordinates of a given flag by pressing on "国旗".

6.4.7 Lasso cut selected surfaces

You may cut through an input selected surface using this option (see Fig. 6.14). Once "lasso cut keep inside" or "lasso cut keep outside" has been pressed, the mouse cursor changes and you can start drawing the lasso section by dragging the mouse while the left button is pressed. When the left button is released, the lasso cut operation starts: a new object is created, which contains all the parts of the selected object laying inside or outside the drawn polygon, respectively.

6.4.8 object rotation and translation sliders

As seen earlier, selected objects can be translated and rotated using the mouse left and middle buttons (in landmark and camera selection modes, you also need to maintain "CTRL" button pressed while dragging the mouse to achieve rotation and translation of selected objects). Alternatively, you may also use the following controls to accomplish rotation and translation of selected objects. Rotation is performed around the global center of mass of all currently selected objects.

Rotation around and translation along "Z" viewing axis

These controls are extremely useful, as there is no way to achieve rotation round « z » viewing axis or translation along "z" viewing axis using the mouse.

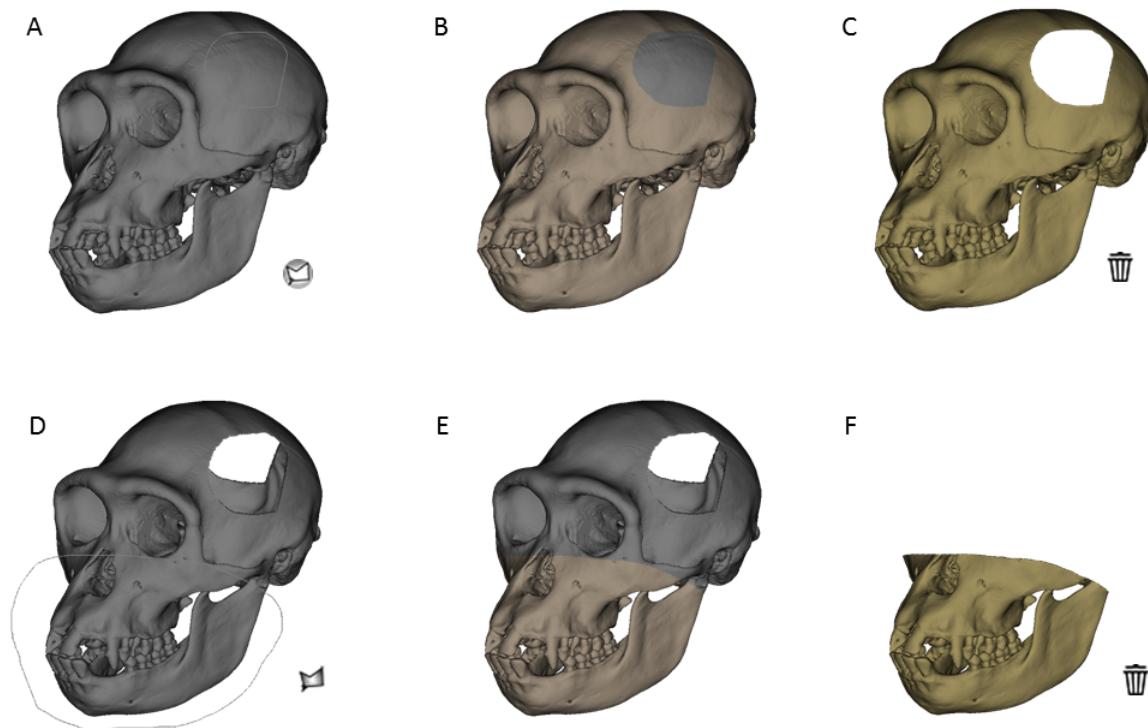


Figure 6.14: A: "Lasso keep outside" button is pressed, then a polygon is drawn over the selected object (grey) by maintaining left mouse button pressed and dragging the mouse. B: Left mouse button has been released : a new surface object is created. C: "Delete" has been pressed : only the newly created object remains. C: "Lasso keep inside" is pressed, then a polygon is drawn over the selected object (grey) by maintaining left mouse button pressed and dragging the mouse. E: Left mouse button has been released : a new surface object is created. F: "Delete" has been pressed : only the newly created object remains.

To do so, use the tz and rz sliders (see Fig. 6.15).

Rotation/translation around/along “Y” viewing axis

To do so, use the ty and ry sliders (see Fig. 6.16).

Rotation/translation around/along “X” viewing axis

To do so, use the ty and ry sliders (see Fig. 6.17).

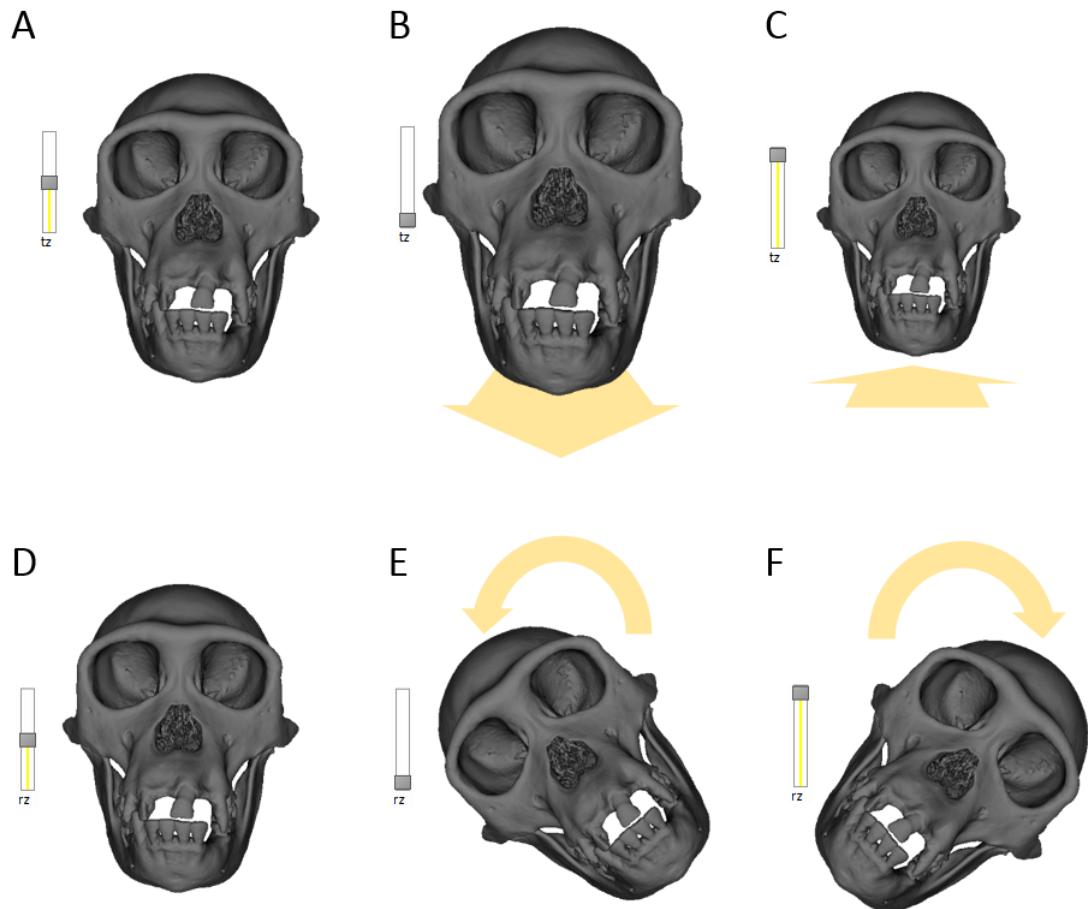


Figure 6.15: A: object and tz slider are in initial position. B: tz slider is moved down: the selected object moves forward. C: tz slider is moved up. The selected object moves backward. D: object and rz slider are in initial position. E: rz slider is moved down: the selected object rotates around the "roll" axis counter-clockwise. F: rz slider is moved up. The selected object rotates around the "roll" axis clockwise.

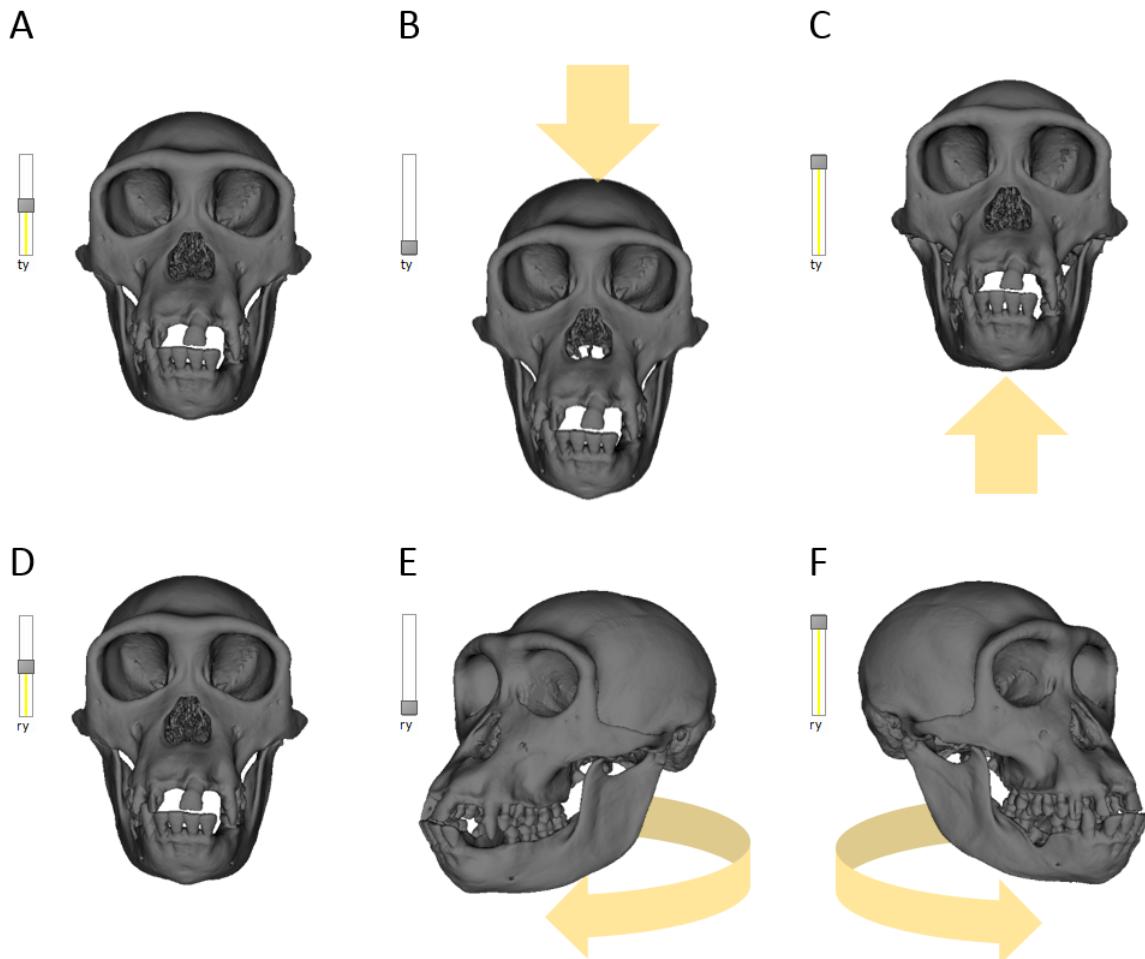


Figure 6.16: A: object and ty slider are in initial position. B: ty slider is moved down: the selected object moves downward. C: ty slider is moved up. The selected object moves upward. D: object and ry slider are in initial position. E: ry slider is moved down: the selected object rotates around the "yaw" axis clockwise. F: ry slider is moved up. The selected object rotates around the "yaw" axis counter-clockwise.

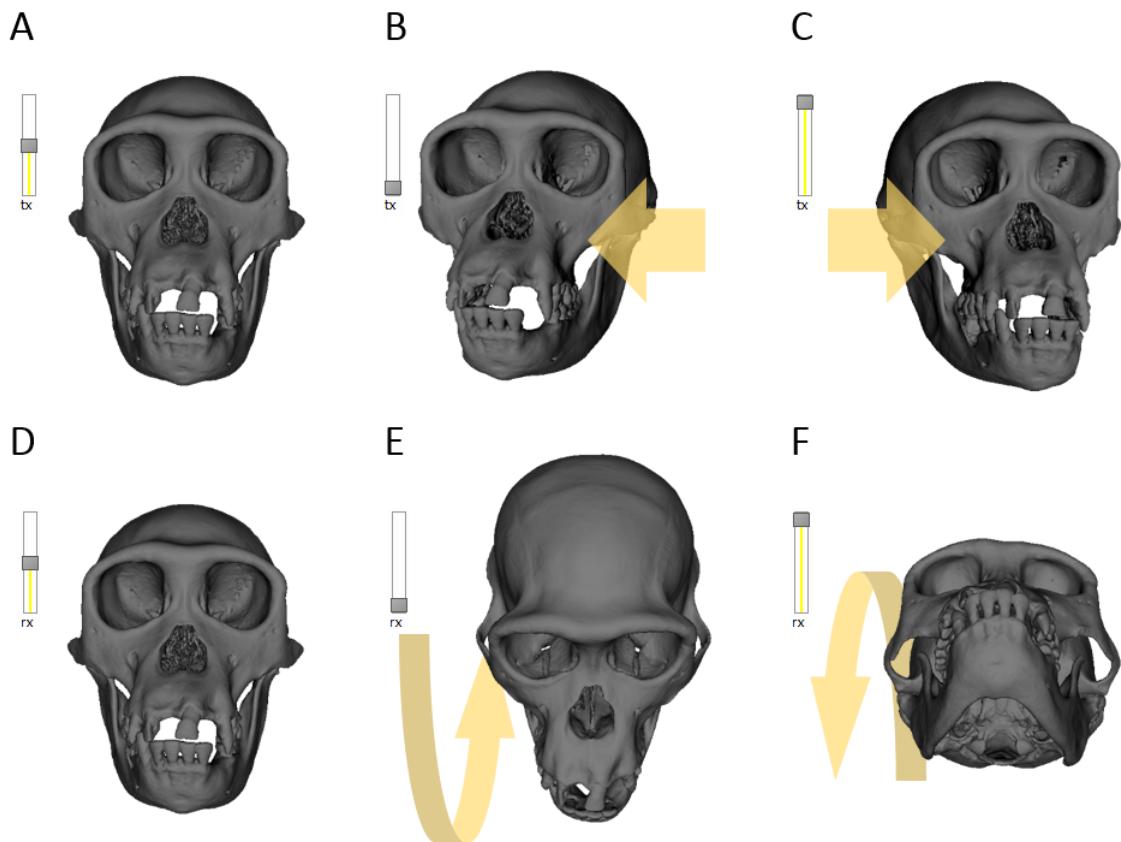


Figure 6.17: A: object and tx slider are in initial position. B: tx slider is moved down: the selected object moves leftward. C: tx slider is moved up. The selected object moves rightward. D: object and rx slider are in initial position. E: rx slider is moved down: the selected object rotates around the "pitch" axis clockwise. F: rx slider is moved up. The selected object rotates around the "pitch" axis counter-clockwise.

Chapter 7

Menu File

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7.1 Project

When working with multiple surface objects, loading surfaces and associated positions one by one becomes fastidious. Besides, after having digitized landmarks, flags or having set tag names and colors, or having defined orientation labels, you may wish to open or save this information along with surface files. You may open and save series of meshes and associated position matrices, landmarks, flags, tag colors and labels and orientation labels using this menu. "Project" files (.ntw) files are organized the following way (see Fig. 7.1):

- Optional: name of orientation label file (.ori)
- Optional: name of tag file (.tag)
- Optional: name of flag file (.flg)
- Optional: name of landmak file (.lmk, .ver, .stv or .cur)
- Name of surface 1 file
- Name of position 1 file associated to surface 1

```

exploded_ori
exploded_tag
exploded_flg
exploded_stv
Hippopotamus_amphibius_braincase.vtk
Hippopotamus_amphibius_braincase_exploded.pos
0.250980 0.482353 0.494118 1.000000
Hippopotamus_amphibius_bulla.vtk
Hippopotamus_amphibius_bulla_exploded.pos
0.647059 0.556863 0.086275 1.000000
Hippopotamus_amphibius_petrosal.vtk
Hippopotamus_amphibius_petrosal_exploded.pos
0.764706 0.356863 0.000000 1.000000
Hippopotamus_amphibius_sinus.vtk
Hippopotamus_amphibius_sinus_exploded.pos
0.470588 0.200000 0.568627 1.000000

```

Figure 7.1: Example of project .ntw file containing references to orientation labels, tags labels and colors, flags and landmarks files.

- Surface 1 RGB color and transparency
- Name of surface 2 file
- Name of position 2 file associated to surface 2
- Surface 2 RGB color and transparency (etc...)

Surface files can be of the following types : .stl, .vtk, .ply and .obj

“.ntw” files can be constructed manually, providing that the referred surface and position files exist.

7.1.1 Open project

Loads a .ntw file

7.1.2 Save project

The Save project window ([7.2](#)) opens and asks whether :

- orientation labels should be saved along with the project (by default, orientation labels are not saved, as orientation labels are quite rarely set by users).
- tag map should be saved (by default, .tag file are not saved along with the project, as tag setting is not a common task).
- save surfaces as VTK polydata or PLY. We advise you to save your surfaces as VTK polydata. In the contrary cases scalar and tag arrays will be lost.
- save position inside .POS file, or apply the position to surfaces. Should you decide to choose the "apply position to surfaces" option,

Furthermore, saving a .ntw file implies saving all selected surfaces. Though ISE-MeshTools can open .ntw files implicating .stl, .ply and .obj surfaces, when saving a .ntw project, surface files

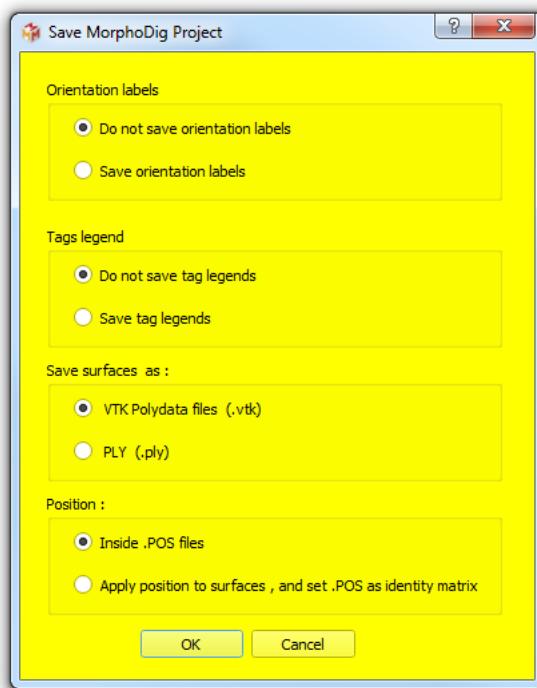


Figure 7.2: Save project window.

will be saved in .vtk format in order to keep potential tag / scalars associated to each saved surface. Each surface file will be given the name of the original file. Each position file will be given a name which starts with the name of the associated surface and ends with the name of the project. In the .ntw file example shown in Fig. 7.1, the surface files are

- "Hippopotamus_amphibius_braincase.vtk"
- "Hippopotamus_amphibius_bulla.vtk"
- "Hippopotamus_amphibius_petrosal.vtk"
- "Hippopotamus_amphibius_sinus.vtk"

and the project name is "exploded.ntw". The advantage of naming position files that way is you may construct different .ntw files with different associated surface files using a same set of surfaces. Requirement : all selected surfaces saved via this option need to have distinct names. Note : When working with "project" files, you may need at some point to rename some of the object surfaces. To do so, select one surface, click on : the "Edit first selected surface" window appears (See Fig. 6.11 in preceding chapter).

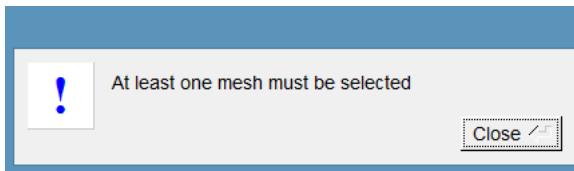
7.2 Surface

7.2.1 Open surface

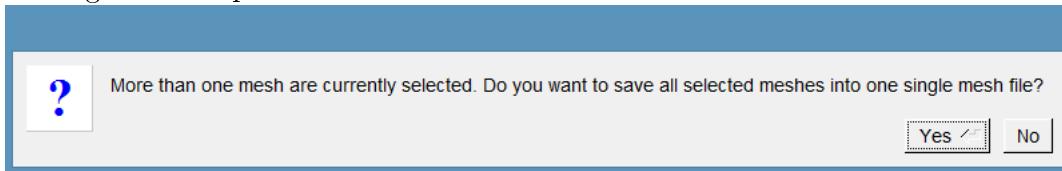
.stl, .ply, .vtk surfaces can be open via this menu. MorphoDig does not manage textures associated with meshes. When opening a .ply file containing RGB colors (for instance a file painted manually or automatically with "MeshLab") or a .vtk file containing RGB information, these colors are placed inside an (or several) "RGB" array(s).

7.2.2 Save surface

Selected surfaces can be saved into files. If no surface is selected, the following message appears:



If more than one mesh are selected, the following message shows up:



Save .ply

Options:

- File type: you can save .ply data in binary (little or big endian) or ASCII formats.
- Position : you can keep object original coordinate system or save the surface in its current position.
- Normales : you can chose whether you wish to save normales.

Note that the "RGB" scalar (object rendering color, depending on which rendering mode you are using) will be saved inside the .ply file. This means that Tag / Scalar / Object color can be exported and viewed in other software such as MeshLab.



Figure 7.3: PLY save options window

Save .vtk

Vtk mesh file format is by far not as widespread as stl or ply format. However, it is extremely useful as it allows to store scalar and tag values at each vertex or at each triangle. Options:

- File type: you can save .vtk data in binary (little endian) or ASCII formats.
- Position : you can keep object original coordinate system or save the surface in its current position

Note that the "RGB" scalar (object rendering color, depending on which rendering mode you are using) will be saved inside the .vtk file.

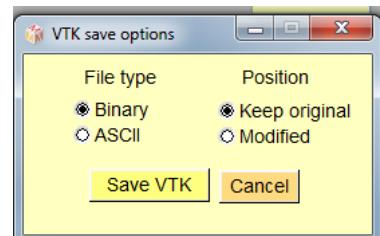


Figure 7.4: VTK save options window

Save .stl

Options:

- File type: you can save .stl data in binary (little endian) or ASCII formats.
- Position : you can keep object original coordinate system or save the surface in its current position

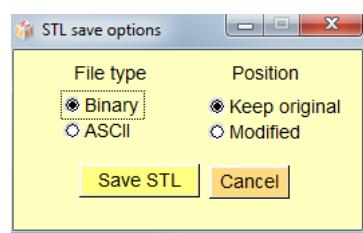


Figure 7.5: STL save options window

```

1.000000 0.000000 0.000000 0.000000
0.000000 1.000000 0.000000 0.000000
0.000000 0.000000 1.000000 0.000000
0.000000 0.000000 0.000000 1.000000
-0.035449 -0.919797 -0.390790 0.000000
0.079621 -0.392392 0.916346 0.000000
-0.996195 0.001369 0.087145 0.000000
10.772983 9.308582 -6.147681 1.000000

```

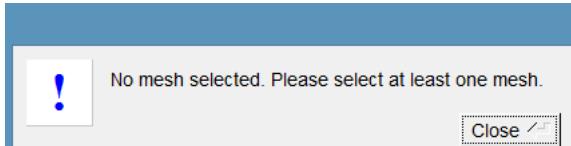
Figure 7.6: Example of .pos position file. The first 4 lines correspond to the aspect matrix, and the 4 last lines to the position matrix.

7.3 Position

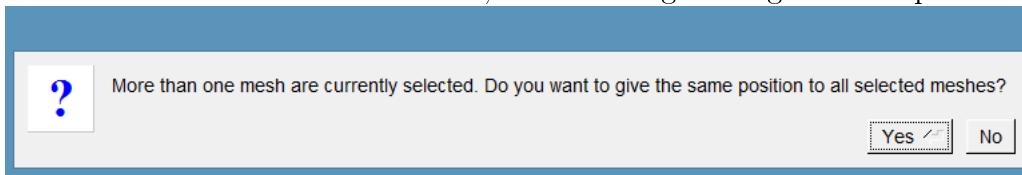
In MorphoDig, mesh position consists in two 4*4 square matrices: one matrix is used as the aspect matrix (by default the identity matrix), and the other one as the position matrix. These matrices can be opened and saved in “.pos” format (see Fig. 7.6).

7.3.1 Load position

If no surface is selected, the following message appears:



If more than one mesh are selected, the following message shows up :



7.3.2 Load transposed position

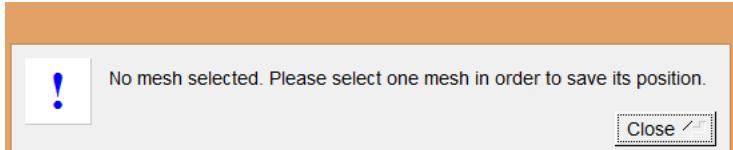
This option may be useful in the following case:

- Let us suppose that you did modify the position of a given surface and saved its position
- Then you have saved the surface in its current modified position (that is : the original position of the surface is lost).

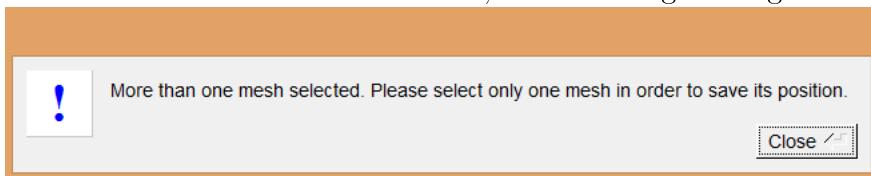
For some reason, you may need to open the surface in its original position. To do so, you may apply this option (apply transposed position matrix to the modified surface). Note : this option only works if the aspect matrix was not modified.

7.3.3 Save position

Mesh aspect and position matrices can be saved in “.pos” format. If no surface is selected, the following message appears:



If more than one mesh are selected, the following message shows up:



7.3.4 Edit manually aspect and position matrices

There are two ways to access the object matrix editor :

- Either select one surface and click on “”(edit first selected object position and aspect matrices).
- Or select one surface and click on “edit selected surfaces→Rendering modifications→ edit first selected object position and aspect matrices”.

This opens the “Object Matrix” window, in which the aspect and position matrices can be edited. See “Edit selected surfaces” section 9.2.3 (Rendering modifications→ edit first selected object position and aspect matrices) for further information.

7.4 Landmarks

As mentioned earlier, landmarks can be set on surfaces by pressing “L” + left mouse click.

Two series of conventional landmarks can be set : “normal” and “target” landmarks. As mentioned earlier, in the “normal” landmark mode (button active), pressing “L” + left mouse click results in the creation a “normal” landmark (a red one). In the “target” landmark mode (button active), pressing “L” + left mouse click will create a “target” landmark (a yellow one). “Normal” and “target” landmarks can be loaded and saved.

Selected “normal”/“target” landmarks can be reordered using the following buttons. Pressing “” will place the selected landmarks earlier in the “normal”/“target” landmark list, while pressing “” will place them one step further, respectively.

```
landmark1: 6.179220 -1.516437 6.048982
landmark2: 5.260506 2.779373 6.386808
landmark3: 4.527496 4.214221 5.534292
```

Figure 7.7: Example of .LMK file

```
landmark1: 6.179220 -1.516437 6.048982 6.905368 -1.890056 6.626146
landmark2: 5.260506 2.779373 6.386808 5.862945 3.208343 7.059899
landmark3: 4.527496 4.214221 5.534292 5.015749 5.053222 5.774469
```

Figure 7.8: Example of .VER file

ISE-MeshTools can manage three types of landmark files: “.LMK”, “.VER” and “.STV” files.

- .LMK files contain a series of lines, each line being constructed the following way (see Fig. 7.7): landmark name (without space or tab character), landmark coordinates. Note that each landmark name does not need to be of the form “landmark”+landmark number. Meanwhile, the name should not hold space or tab characters.
- .VER files contain a series of lines, each line being constructed the following way (see Fig. 7.8): landmark name (without space or tab character), landmark coordinates, landmark orientation.
- .STV files may contain one or two series of line. The first line contains two integers, the first being the type of landmark (0 for “normal” or 1 for “target”), the second being the number of lines of landmarks of this type which are expected to follow, constructed the following way: landmark name (without space or tab character), landmark coordinates, landmark orientation. An example of .STV file containing both “normal” and “target” landmarks is given in Fig. 7.9. Note that the number of “normal” and “target” landmarks saved within a .STV file can differ.

7.4.1 Load landmarks

Landmarks opened using this option will be put in the “normal” landmark list (red landmarks)

7.4.2 Save landmarks

You may decide whether you wish to save only selected “normal” landmarks or all selected and unselected “normal” landmarks (the red ones).

```

0 11
landmark1: 192.665222 1.212024 -3.060179 188.977325 1.315192 -1.845517
landmark2: -49.889797 1.817465 57.492958 -51.696289 1.995751 60.926819
landmark3: 71.462761 -52.624928 30.014076 73.076599 -52.861542 33.539150
landmark4: 70.316025 62.361145 29.645668 71.277863 62.512714 33.405788
landmark5: 67.744781 -35.594147 66.756393 68.846420 -37.872295 69.703094
landmark6: 68.661987 43.211151 65.035034 69.404091 46.795853 66.333420
landmark7: -2.099081 -46.220695 9.180318 -2.464601 -46.584351 5.330545
landmark8: -1.631284 50.896877 9.280211 -2.308331 50.677433 5.461824
landmark9: 156.577911 1.307144 26.860971 157.671432 4.085039 29.345751
landmark10: 74.154572 3.698074 -2.570488 73.504478 4.591600 -6.294141
landmark11: 34.070713 3.982986 5.395114 35.274883 3.865624 1.704206
1 6
landmark1: 0.000000 0.000000 0.000000 0.000000 0.000000 5.826221
landmark2: 0.000000 0.000000 254.000000 0.000000 0.000000 248.173782
landmark3: 1.000000 0.000000 0.000000 -3.119760 0.000000 4.119760
landmark4: 1.000000 0.000000 150.000000 0.960899 0.000000 144.173904
landmark5: 2.000000 0.000000 0.000000 -3.211130 0.000000 2.605565
landmark6: 2.000000 0.000000 70.000000 1.831195 0.000000 64.176224

```

Figure 7.9: Example of .STV file

7.4.3 Save target landmarks

You may decide whether you wish to save only selected "target" landmarks or all selected and unselected "target" landmarks (the red ones). The "Landmarks" chapter (chapter 10) and the tutorial "working with landmarks" contain further information regarding landmark digitization with ISE-MeshTools

7.4.4 Load source and target landmarks

Landmarks opened using this option will put in the "normal" and/or "target" landmark lists depending on how the .STV file is constructed.

7.4.5 Save source and target landmarks

All "normal" and "target" landmarks will be saved inside the .STV file.

7.5 Curves

3D Curves are constructed in ISE-MeshTools using 2 series of landmarks : a series of "normal" landmarks, and a series of "target" landmarks of equal sizes. "Target" landmarks are referred to as "curve handles", when they are used to construct curves ("Target" landmarks can also be used to achieve TPS deformation, see later in this documentation). By default, curves are not drawn in the main 3D window : curves start being drawn when the checkbox "draw curves" is checked in the menu "Viewing opt." (**Draw curves**). Curves are drawn green when no landmark/curve handle belonging to the curve is selected. Curves are drawn red when at least one landmark / curve handle involved in the curve is selected. Two different cases are considered:

- Case 1: the numbers of "normal" and "handle/target" landmarks differ. In that case, a curve is a series of lines passing through "normal" landmarks.

- Case 2: the numbers of “normal” and “handle/target” landmarks differ. In that case, a curve is a series of cubic Bezier curves passing through “normal” landmarks. For a given set of 2 “normal” consecutive landmarks (L_n and L_{n+1}) and their associated curve “handles” (H_n and H_{n+1}), a mirror image of H_{n+1} relative to L_{n+1} (H'_{n+1}) is constructed. The Bezier curve involving L_n , L_{n+1} , H_n and H_{n+1} starts from L_n , going toward H_n , and arrives at L_{n+1} coming from the direction of H'_{n+1} .

The explicit form of the curve is :

$$B(t) = (1-t)^3 L_n + 3(1-t)^3 t H_n + 3(1-t)t^2 H'_{n+1} + t^3 L_{n+1}, t \in [0, 1] \quad (7.1)$$

In order to be able to digitize several curves using a given set of normal and target landmarks, “normal” landmarks curves can be given 4 flags (see section 10.5 “Landmarks → Landmarks involved into curves” for further details):

Flag “0” : landmark is placed inside the curve (drawn “red”).

Flag “1” : landmark is a curve start (drawn “green”).

Flag “2” : landmark is placed inside the curve, and is a curve “milestone” (drawn blue).

Flag “3” : landmark is placed inside the curve, and should be connected to the preceding curve starting point. When landmark n is flagged that way, landmark $n+1$ will be set as a curve starting point.

Flag “2” is used to decompose a given curve into curve segments (see “export curves as landmark file”). By default, a curve comprises 1 segment

Flag “3” is used to close a curve (by default, curves are open).

3D curves are loaded and saved into .CUR files, which contain a series of lines, each line being constructed the following way: name (without space or tab character), curve “normal” landmark coordinates, curve “handle” coordinates, flag. In the example shown below, 4 curves are defined :

- an open curve starting from landmark 1 and ending at landmark 7
- a closed curve involving landmarks 8 to 12
- a closed curve involving landmarks 13 to 20
- a closed curve involving landmarks 21 to 26

These four curves contain only one segment (no curve milestone was set within those 4 curves). Note that each name does not need to be of the form “landmark”+ number. Meanwhile, the name should not hold space or tab characters.

7.5.1 Load curves

This menu allows the user to load a .CUR file.

7.5.2 Save curves

This menu allows the user to save current landmarks and curve handles as a .CUR file. This action is only allowed if the number of “normal” landmarks and “target” landmarks is the same.

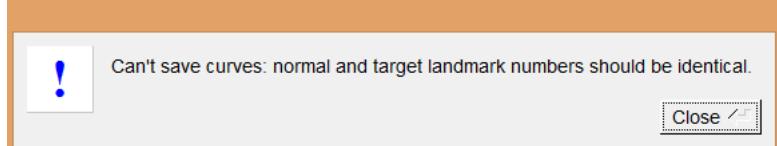
```

|landmark1: 0.372506 -1.450796 -1.872275 0.096934 -2.083990 -2.584222 1
|landmark2: 1.432226 -3.734149 -2.309953 2.264641 -4.044230 -2.146961 0
|landmark3: 3.194311 -3.572493 -1.544599 3.531781 -3.243285 -1.326604 0
|landmark4: 2.966238 -1.936326 -0.969882 2.507448 -1.342879 -1.036968 0
|landmark5: 1.741511 -1.795793 -1.970134 1.545529 -2.004059 -2.316103 0
|landmark6: 1.994205 -2.876585 -2.570605 2.372043 -3.069350 -2.591197 0
|landmark7: 3.233635 -2.780582 -2.164102 3.420447 -2.374311 -1.791604 0
|landmark8: 1.433686 0.362716 0.090703 1.815833 0.979808 -0.042806 1
|landmark9: 0.459834 2.094835 -0.017995 -0.255083 2.359392 -0.043907 0
|landmark10: -1.353654 1.515530 0.053875 -1.676283 1.001972 0.089944 0
|landmark11: -1.196078 -0.347833 0.139561 -0.969538 -0.621288 0.193434 0
|landmark12: -0.319761 -1.012853 0.301399 0.073680 -1.063024 0.320989 3
|landmark13: 2.309960 0.220924 0.770375 2.547965 0.511319 0.738723 1
|landmark14: 3.079090 1.135534 1.290322 3.155088 1.323655 1.833658 0
|landmark15: 2.687151 1.154598 3.467043 2.201378 0.939847 4.014127 0
|landmark16: 1.161453 0.210946 4.287964 0.035428 -0.379038 4.438488 0
|landmark17: -0.450655 -1.069932 2.840355 -0.508689 -1.210229 2.558033 0
|landmark18: -0.650342 -1.268928 2.137542 -0.593531 -1.326798 1.771273 0
|landmark19: -0.122183 -1.404526 0.722653 0.036526 -1.383950 0.581831 0
|landmark20: 1.079893 -0.725003 0.706101 1.364071 -0.583780 0.706101 3
|landmark21: -1.060005 -1.281700 -0.429272 -1.154971 -1.147840 -0.539899 1
|landmark22: -2.110059 -0.179460 -0.926232 -2.666639 0.729053 -0.718993 0
|landmark23: -2.796323 0.990297 0.987866 -2.730658 1.079654 1.956513 0
|landmark24: -1.831005 0.069832 2.528836 -1.428311 -0.362153 2.749845 0
|landmark25: -0.703198 -1.255077 2.136627 -0.703198 -1.255077 2.136627 0
|landmark26: -0.174492 -1.394222 0.706781 -0.244929 -1.403785 0.448291 3

```

Figure 7.10: Example of .CUR file

If not, the following message appears:



If you are in the process of digitizing curves (and do not have achieved to digitize the same number of "normal" and "target" landmarks and wish to save the current state of your work, you may decide to save a .STV file (see section 7.4.5).

7.5.3 Export curves as landmark file

Curves can be transformed in a series of equidistant landmarks using this option. The curve decimation window appears. Each curve/curve segment is saved as a number of equidistant landmarks. In the present example, each curve/ curve segment is saved as 20 equidistant landmarks.

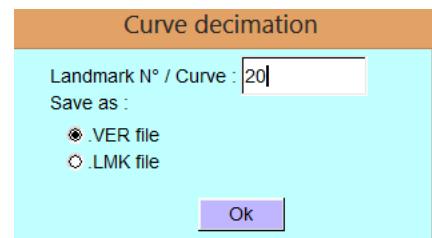
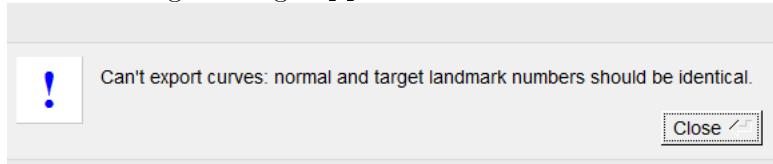


Figure 7.11: Curve decimation window

When pressing "Ok", if the numbers of "normal" landmarks and "target" landmarks differ, the following message appears:



7.5.4 Save curve infos (length per curve ...)

Each curve /curve segment length can be saved as a .txt file using this option. The "Landmarks" chapter (chapter 10) and the tutorial "Working with curves" contain further important information regarding curve digitization with ISE-MeshTools.

```
Curve 1 : length= 11.464937 mm
Curve 2 : length= 9.685019 mm
Curve 3 : length= 13.734188 mm
Curve 4 : length= 11.330129 mm
```

Figure 7.12: Example of curve info file

7.6 Tags and flags

- Tag colors and names can be edited interactively by clicking on , which opens the tag window (see the chapter "Tags" (chapter 12) and the tutorial "Working with tags" for further information).
- By default, Tags are not visible. To activate/deactivate tag display, click on 
- Using "Tag display mode" () is useful when editing surface tags.

25 Tag names and associated colors can be defined in ISEMashTools. Tag colors files (.TAG) consist of 25 pairs lines, each pair being constructed following way :

line 2*n: Tag name

line 2*n+1: Tag color and transparency

Regarding flags, as stated earlier, one series of "flag landmarks" can be set in ISE-MeshTools (button  should be pressed). To edit flag label, length and color, select one flag landmark, click on . The "edit flag" window appears. Pressing ok will update the label, the color and the length associated to the selected flag, which in turn will be unselected. If you wish to edit a second flag, select it and press "Refresh". The current color, length and label of the newly selected flag will appear in the edit flag window.

Flags are saved using the .FLG file format, which consists of n pairs of lines constructed the following way :

line 2*n: Flag name

line 2*n+1: Flag coordinates, flag orientation, flag length and color.

7.6.1 Load tag colors and labels

Select a .TAG file using this menu → Then open the tag window (): Tag labels, colors and transparencies should have been updated.

7.6.2 Save tag colors and labels

This option saves the current state of tag labels, colors and transparencies in a .TAG file.

```

exterior
0.658824 0.560784 0.372549 1.000000
cochlea
0.000000 0.552941 0.686275 1.000000
lateral canal
0.000000 0.000000 1.000000 1.000000
anterior canal
0.556863 0.031373 0.474510 1.000000
posterior canal
0.827451 0.713726 0.117647 1.000000
vestibule
0.388235 0.125490 0.800000 1.000000
ovale window
0.000000 0.521569 0.145098 1.000000
round window
1.000000 0.474510 0.000000 1.000000
common crus
0.290196 0.521569 0.000000 1.000000
(etc...)

```

Figure 7.13: Example of .TAG file

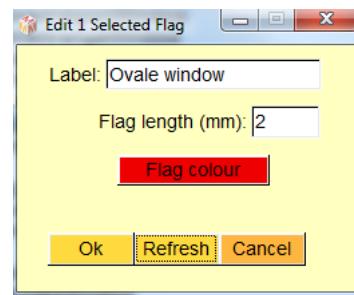


Figure 7.14: Edit Flag window

7.6.3 Load flags

Select a .FLG file using this menu

7.6.4 Save flags

This option saves the current flag landmarks into a .FLG file, regardless their selection status.

7.7 Save infos (surface area, volume...)

Surface area, volume, triangle number and vertex number of selected surface objects can be saved in a .txt file using this option.

```
Name Volume(mm³) Area(mm²) Triangle_number Vert_number
```

```
Temur_ear 20.730797 91.526535 27679 13936
```

Figure 7.15: Example of info file

Note: surface objects should be closed in order to provide a correct estimation of object volume.

7.8 Orientation labels

The coordinate system orientation helper labels can be saved into “.ORI” files, which are .txt files containing 6 lines, 1 for each axis.

7.8.1 Load orientation labels

Select a .ORI file using this menu → Then open the orientation labels window window (Viewing opt; Orientation labels) : the 6 orientation labels should have been updated.

7.8.2 Save orientation labels

This option saves the current state of orientation labels in a .ORI file.

Chapter 8

Viewing Options

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8.1 General color and lightning options

The general options window contains the following sections:

8.1.1 Windows

These controls affect the default color of objects opened within ISE-MeshTools, the color of grid elements, and the background color.

8.1.2 Light

These controls affect the orientation of the light and specular, diffuse and ambient light parameters. By default surface back faces are not shown. Back face lighting can be enabled if the checkbox "enable two sided lighting" is checked

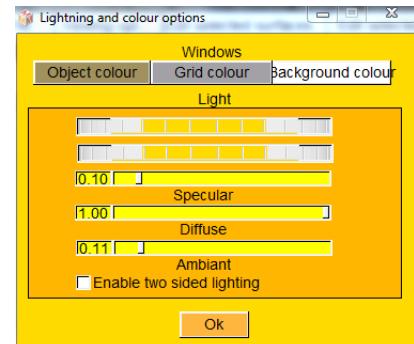


Figure 8.1: Lightning and color options window

8.2 General rendering options

The rendering options window contains the following sections:

8.2.1 Object rendering when moving object/camera

Show full surface / scalars (slower): when active, surfaces are fully drawn when moving the object or the camera. This results in a better perception of object / camera movements. This option is convenient when working with light surfaces.

Show point cloud (faster): 3D surface rendering can be slow using the preceding option when working with:

- large number of surfaces simultaneously
- heavy surfaces (large number of triangle / vertices)

Also, rendering is slower when tag rendering mode is active () or when scalar rendering mode is active (). In order to increase rendering speed, surfaces can be rendered as a schematic point cloud when moving the object or the camera.

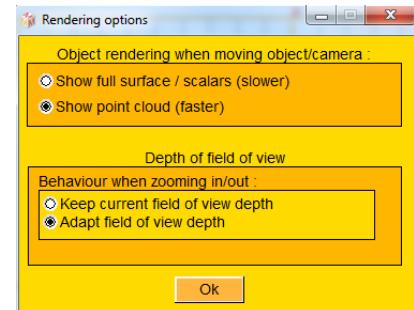


Figure 8.2: Rendering options window

8.2.2 Depth of field of view

When the option "Adapt field of view depth" is active, changing the zoom value will affect the depth of the field of view (camera.far value) and the position of the clipping plane (camera.tz

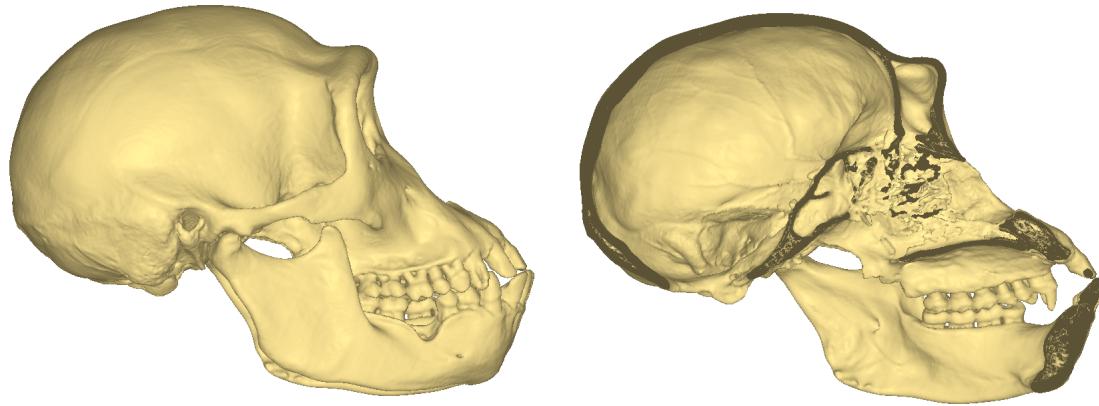


Figure 8.3: Left : cranium and mandible of the type specimen of *Pan paniscus* (downloadable at <http://www.metafro.be/primates/panpaniscustype>) rendered with the clipping plane placed at its original position. Right : the same skull viewed using a clipping plane placed at the position of the sagittal plane, revealing inner structures such as the endocranum cavity. Note that the position of the specimen was modified so that the sagittal plane of the skull passes through the point (0,0,0) and is perpendicular to the vector (0,1,0).

value). When the option “Keep current field of view depth” is active, changing the zoom will not affect the camera.far and camera.tz values.

8.3 Camera

8.3.1 Camera options

- Camera near, Camera far : define near and far clipping - planes of the camera
- Azimuth, Elevation, Twist : camera rotation parameters
- Tx, Ty, Tz : camera translation in x, y and z

The buttons and which lie underneath the Tz control (and also underneath the clipping plane slider in the main window) permit to adjust / readjust the position of the clipping plane at predefined positions :

- : the clipping plane is placed at $z = 0$ (all objects having a z coordinate along z viewing

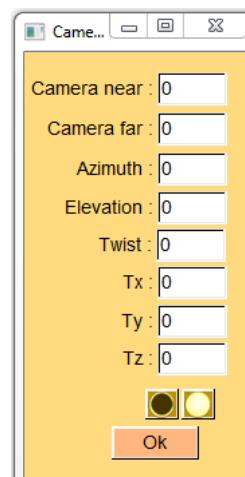


Figure 8.4: Camera options window

axis smaller than 0 are hidden).

- : the clipping plane is replaced at its original value : $z = -\text{camera.far} / 2$. This value permits to view objects having positive and negative coordinates along z viewing axis.

8.3.2 Camera rotation centre at

Camera rotation centre can be set at the origin of the coordinate system ($x=0$, $y=0$, $z=0$) or at the location of one of the first 10 "normal" landmarks.

8.3.3 Set 100 pixels in mm

Camera zoom can be modified in order to reach a desired display pixel size. This is useful to produce scaled images.

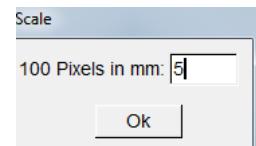


Figure 8.5: Scale window

8.3.4 Reset camera

You may use this option to reinitialize camera parameters.

8.4 Object rendering options

8.4.1 Gouraud shading

This is the default rendering mode. Object rendering is performed using vertices' normals.



Figure 8.6: Gouraud shading

8.4.2 Draw wireframe

This option can be useful to inspect the structure of the surface.

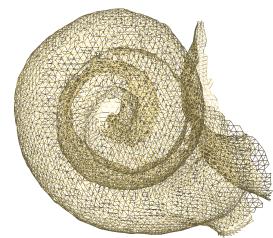


Figure 8.7: Example of wireframe rendering

8.4.3 Sort vertices from back to front

This option is (only) useful when working with transparent surfaces, in the case you want to display all surface inner structures. When active, whenever the camera of the object is moved, vertices will be sorted in order to be displayed from back to front. This is the way transparency is achieved in OpenGL. As a consequence, rendering fluidity becomes slow when working with heavy surfaces and/or a large number of objects. To change the transparency of an object, select an object, and reach “Edit selected surfaces → Rendering modifications → Set alpha value”.

Alternatively, in order to increase rendering fluidity, you may chose not to use the “Sort vertices from back to front beware: slow rendering)” rendering option, but to sort episodically the vertices from back to front by pressing the button

Working with transparency is useful to observe inner structures and/or when digitizing landmarks inside structures.



Figure 8.8: Sort vertices from back to front. In this example, vertices are displayed from back to front. Four landmarks placed within this structure can be visualized.

8.4.4 Sort vertices from front to back

This option is (only) useful when working with transparent surfaces, and when you do not want to display too many inner structures. When active, whenever the camera of the object is moved, vertices will be sorted in order to be displayed from front to back. As a consequence, rendering fluidity becomes slow when working with heavy surfaces and/or a large number of objects. Alternatively, in order to increase rendering fluidity, you may chose not to use the “Sort vertices from front to back (beware: slow rendering)” rendering option, but to sort episodically the vertices from front to back by pressing the button

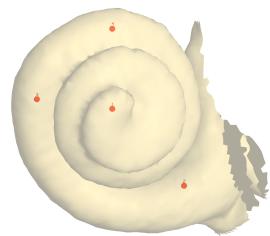
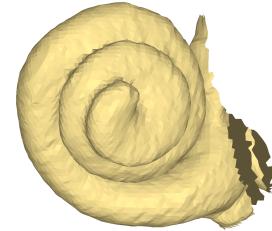


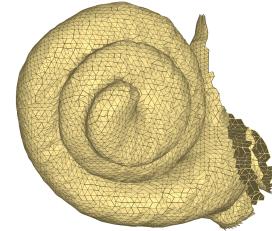
Figure 8.9: Sort vertices from front to back.



8.4.5 Flat triangles

Using this option improves the perception of surface structure.

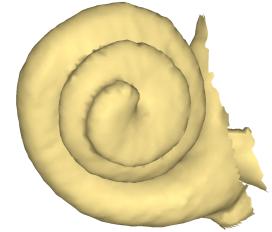
Figure 8.10: Example of flat triangle surface rendering



8.4.6 Wireframe and flat triangles

Using this option further improves the perception of surface structure.

Figure 8.11: Example of flat triangle + wireframe surface rendering



8.4.7 Backface culling

Surface's back faces are hidden when using this option.

Figure 8.12: Backface culling rendering

8.4.8 Display vertices ids

For surface inspection purposes, you may sometimes need to visualize vertices ids. Note : this option affects rendering fluidity even when using relatively light surfaces.

8.4.9 Display triangle ids

For surface inspection purposes, you may sometimes need to visualize triangle ids. Note : this option affects rendering fluidity even when using relatively light surfaces.

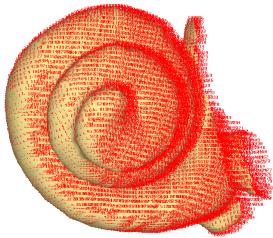


Figure 8.13: Gouraud shading + vertices ids rendering

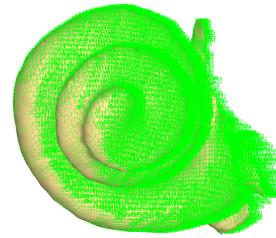


Figure 8.14: Gouraud shading + triangle ids rendering

8.5 Grid size

Grid rendering can be edited to reach the desired size/square

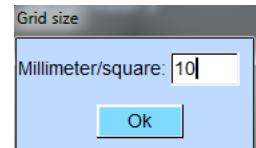


Figure 8.15: Grid size window

8.6 Landmark and flag rendering options

The landmark and flag options window (see Fig. 8.16) contains the following sections:

8.6.1 Landmarks rendering

“Normal” and “Target” landmarks can be drawn as spheres or as needles. Landmark display size can be chosen to be adjusted automatically (default behaviour) or edited manually (when you feel that the automatic adjustment does not meet your needs) also edited manually in this section.

8.6.2 Flags settings

Flag length and color settings can be defined in this subsection. Once placed on a surface and selected, the color, the length and the label of the flag can be changed by pressing .

8.7 Display landmark numbers

“Normal” and “target” landmark numbers are displayed by default. For illustration purposes, you may sometimes need to hide landmark numbers.

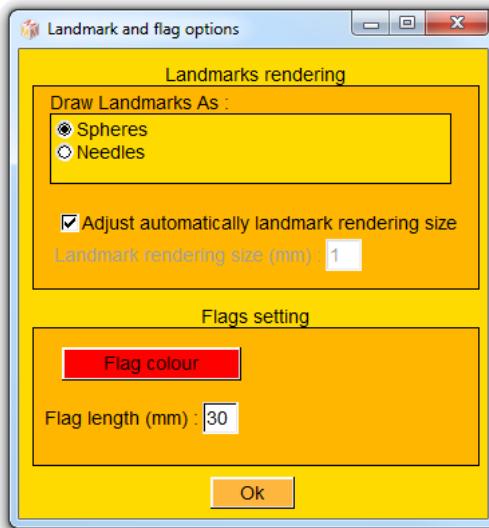


Figure 8.16: Landmark and flag options window.

8.8 Draw curves

Activate/deactivate this option to draw/hide 3D Bezier curves passing through “normal” landmarks. See the tutorial “working with curves” for further details regarding curve digitization with ISEMashTools.

8.9 Orientation labels

The labels associated to the 6 orientation axes can be modified using this window. This will affect the coordinate system orientation helper displayed on the bottom left area of the 3D window.

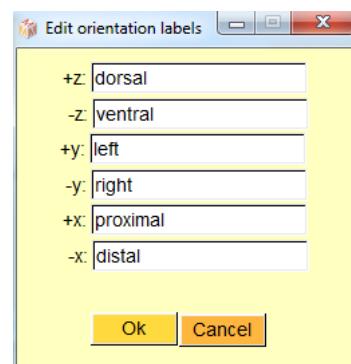


Figure 8.17: Edit orientation labels window

8.10 VBO activate (GPU acceleration)

By default, ISE-MeshTools does not use the graphic card to display 3D objects, which slows down dramatically the rendering speed of heavy 3D meshes and that of tagged meshes. However, we have chosen not to activate the "VBO" rendering option by default, as we have experienced that it causes ISE-MeshTools to crash on old computers or on some others which have not up to date graphic card drivers. By activating the graphic card acceleration option (VBO activate), you will probably find out that ISE-MeshTools is much more fluid to work with.

This feature was implemented by Cécile Peladan.

Chapter 9

Edit selected surfaces

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9.4	Object list order.	77
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As a prerequisite, you need to select surfaces. Only selected surfaces can be edited.

9.1 Structure modifications

9.1.1 Invert

A given surface's triangles can be inverted in order to show inner structures (see Fig. 9.1).

Note that the original surface is directly affected; this option does not involve the use of a filter (no output additional surface is created).

9.1.2 Mirror

This option uses `vtkReflectionFilter`, which produces a mirror image of the original selected input mesh (see Fig. 9.2).

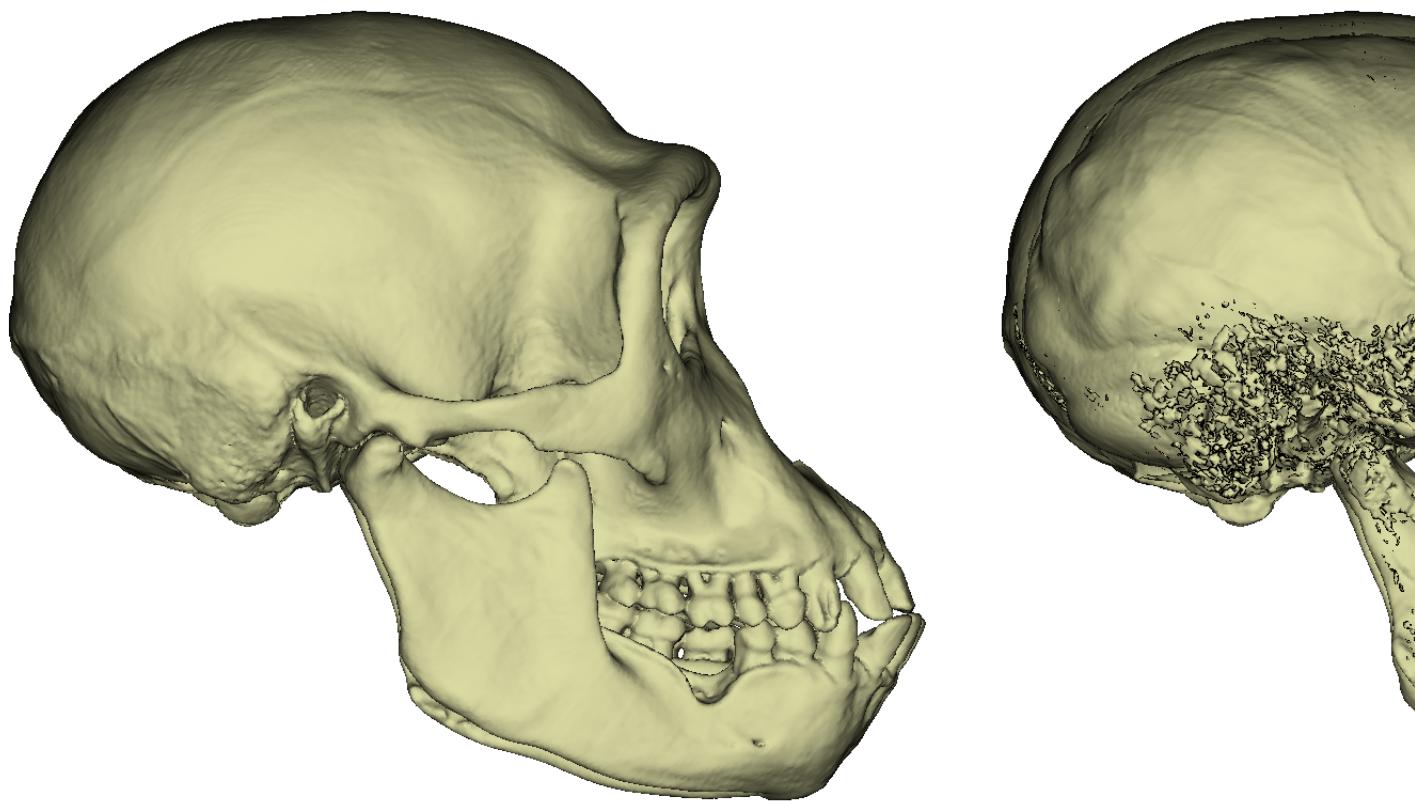


Figure 9.1: Example of surface triangle inversion. Left: original surface. Right: the same surface inverted, revealing inner structures such as the endocranial cavity. Gouraud shading rendering + backface culling option was used.

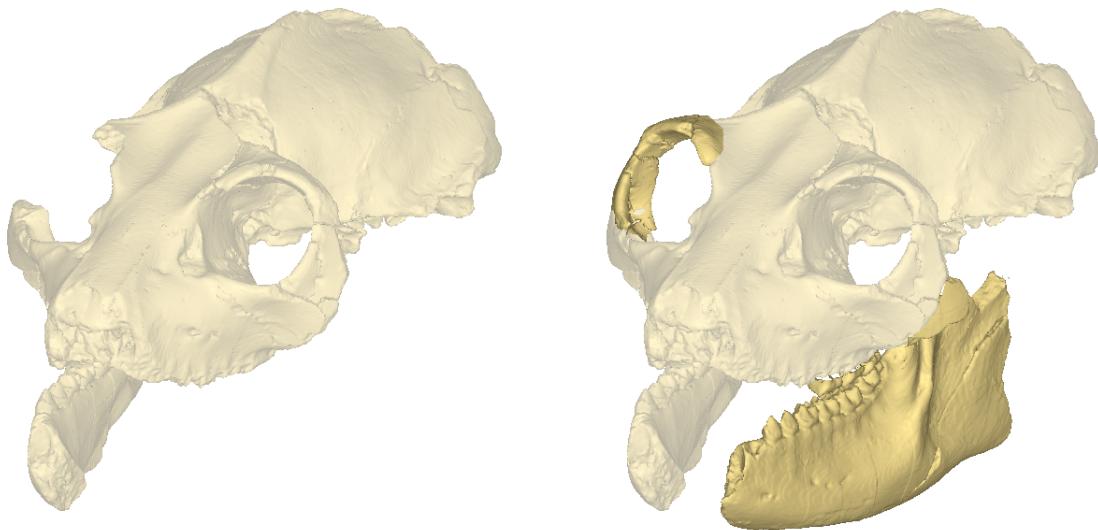


Figure 9.2: Example of fossil restoration implicating the production of mirror images of missing parts.

9.1.3 Connectivity : separate all non connected regions

This option uses `vtkPolyDataConnectivityFilter`. This filter produces a new surface for each non-connected region of the selected input surface. 3D meshes of biological objects sometimes contain a multitude of small and biologically irrelevant independent regions. This "noise" may have multiple origins: low quality of original 3D data, state of preservation of the specimen, threshold used to be able to visualize all relevant structures, etc... In order to extract relevant independent regions, only regions reaching a minimal size (minimal number of triangles) are transformed into new surfaces (see Fig. 9.4). This process may take some time to be completed. All produced surfaces corresponding to independent regions can be manipulated independently (see Fig. 9.5).

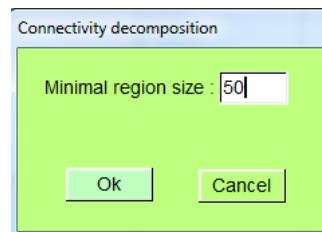


Figure 9.3: Connectivity decomposition window

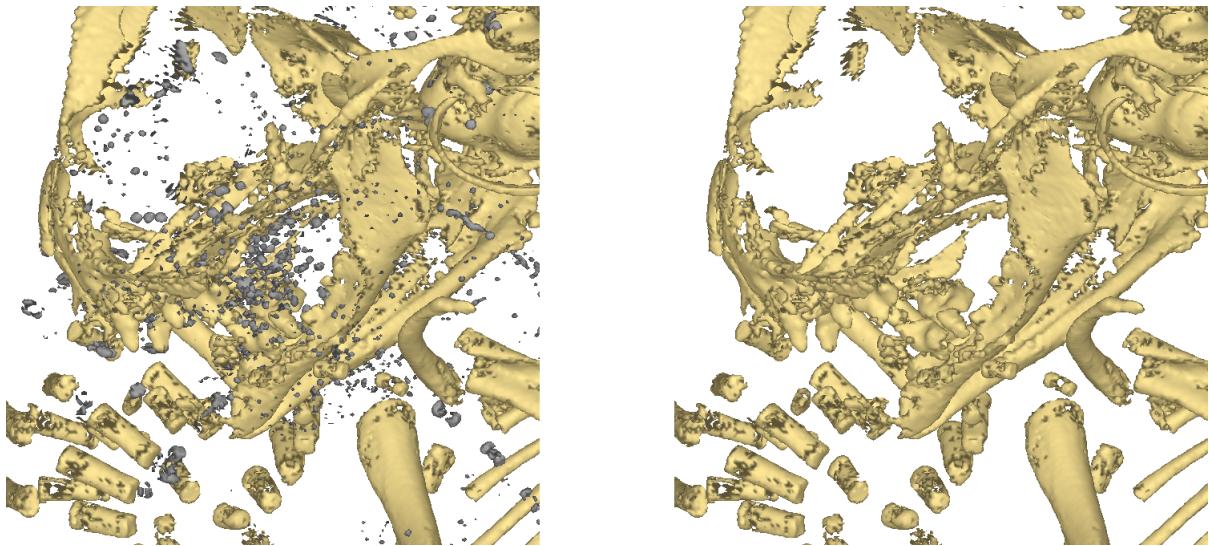


Figure 9.4: Left: Original surface containing a large number of independent regions of size greater than 350 triangles (in grey). Right : Filtered surfaces. All meshes produced using this filter have more than 350 triangles.

9.1.4 Connectivity: keep largest region

This option uses `vtkPolyDataConnectivityFilter`. This filter produces a new surface for the largest independent region of the selected input surface (see Fig. 9.6).

9.1.5 Smooth

This option uses `vtkSmoothPolyDataFilter`. You may smooth an input selected surface using this option (see Fig. 9.8). A number of iteration and a relaxation factor are required. See `vtkSmoothPolyDataFilter` documentation for further information regarding this option.

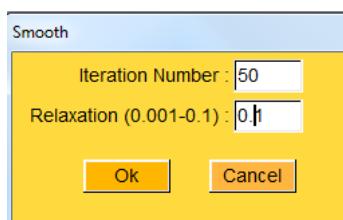


Figure 9.7: Smoothing window

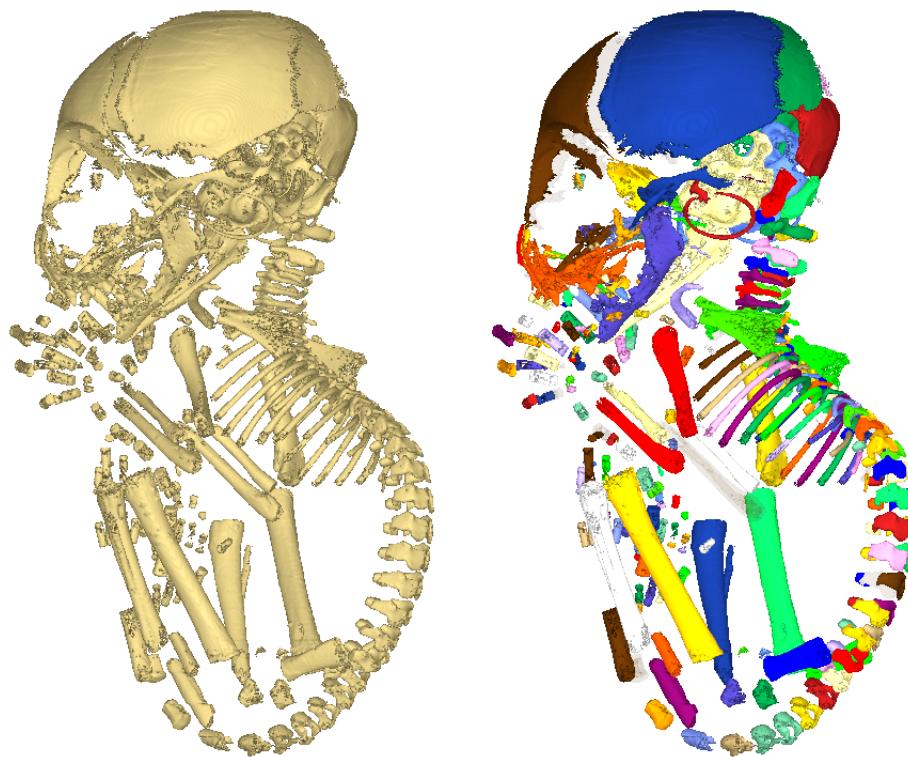


Figure 9.5: Left: original surface (one single mesh). Right: the resulting 298 filter output surfaces (each drawn using a different color) can be manipulated independently.

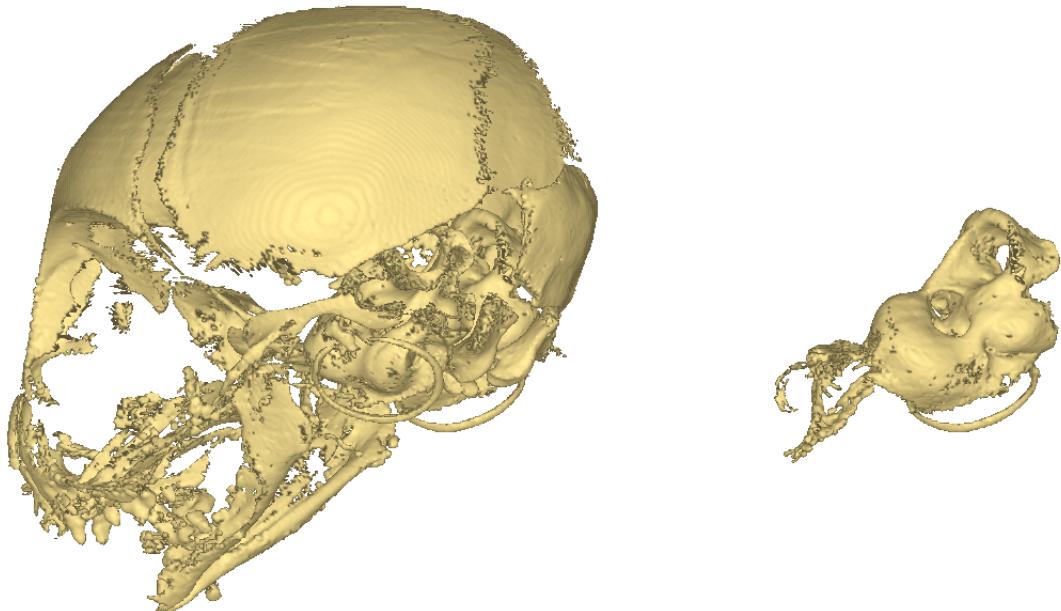


Figure 9.6: Left: original surface. Right: the resulting largest region in terms of triangle number.

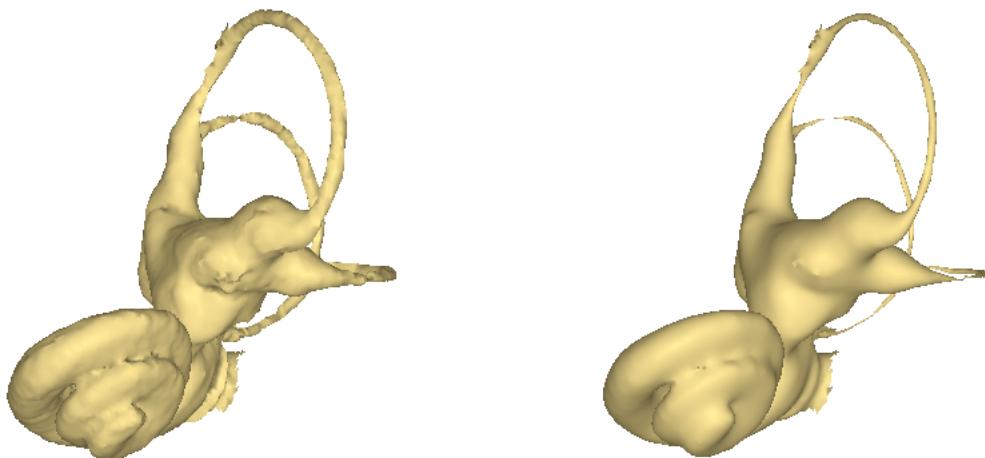


Figure 9.8: Left: example of original input surface. Right: resulting output surface after 50 iterations using a relaxation factor of 0.1.

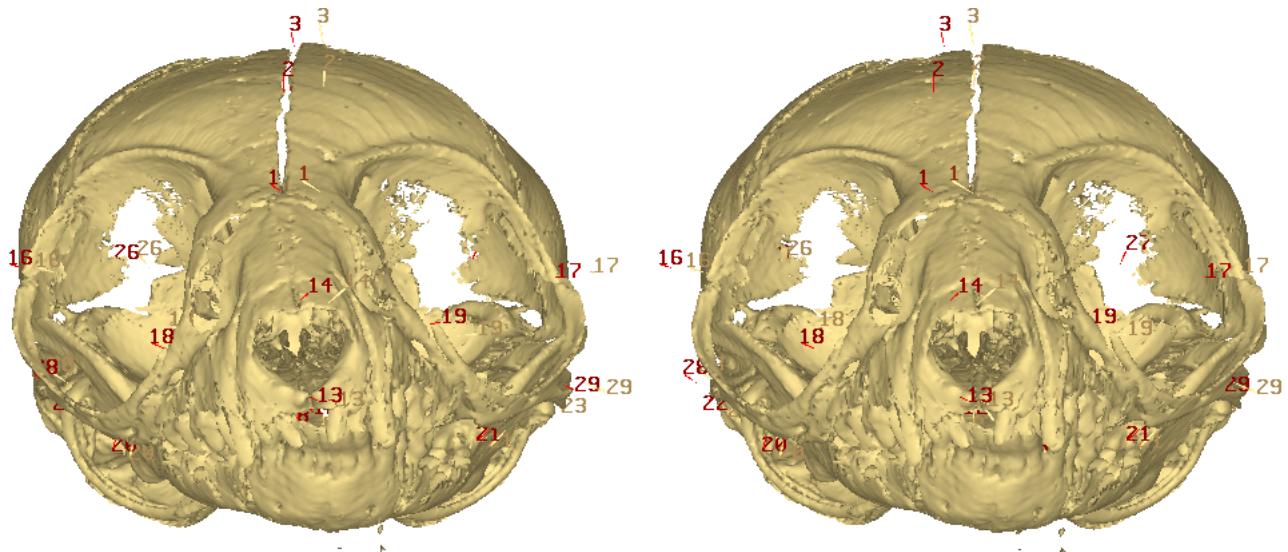


Figure 9.10: Left: original distorted input surface. 31 “normal” landmarks were placed on the surface and 31 “target” landmarks were placed in order to restore bilateral symmetry. Right: resulting output (deformation : 100%). Note that the 31 “target” landmarks are located on the output surface.

9.1.6 TPS deformation

This option uses `vtkThinPlateSplineTransform` filter. Requirements : to use TPS deformation, a selected surface, a series of “n” normal landmarks and a series of “n” target landmarks ($n > 3$) are needed. “Normal” landmarks are usually placed on the original selected input surface, whereas “target” landmarks are placed at a location in 3D space which will drive the TPS deformation (see Fig. 9.10). See `vtkThinPlateSplineTransform` documentation for further information regarding TPS deformation.

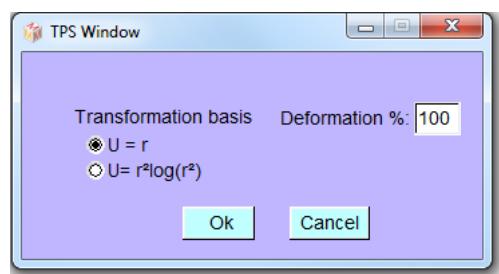


Figure 9.9: TPS window

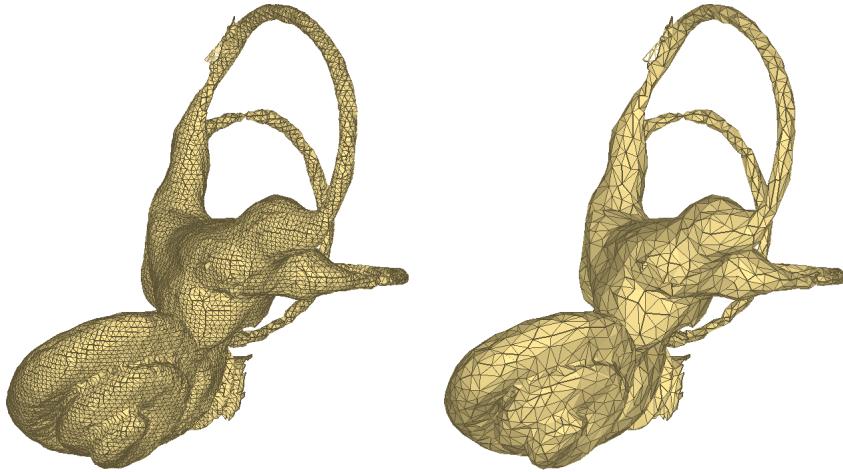


Figure 9.12: Mesh decimation. Left: original input surface. Number of triangles: 27679. Right: resulting output (vtkQuadricDecimation filter, decimation factor: 80%). Number of triangles: 5535.

9.1.7 Decimate

This option uses vtkDecimatePro and vtkQuadricDecimation filters. Requirements : to use mesh decimation, a selected surface is required (see for instance Fig. 9.12). See vtkDecimatePro and vtkQuadricDecimation documentations for further information regarding mesh decimation.

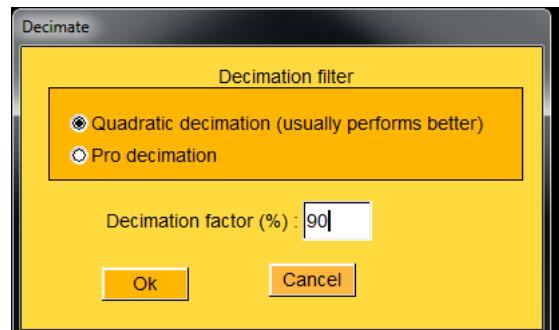


Figure 9.11: Decimate window

9.1.8 Densify

This option uses vtkDensifyPolyData filter. Requirements : to use mesh densification, a selected surface is required (see for instance Fig. 9.14). Note that mesh decimation can become extremely slow when using number of subdivisions larger than 1. See vtkDensifyPolyData documentation for further information regarding mesh densification.

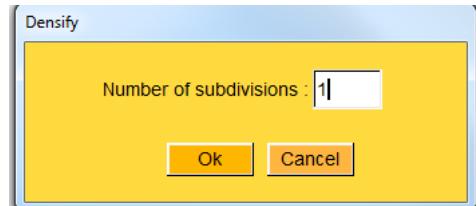


Figure 9.13: Densify window

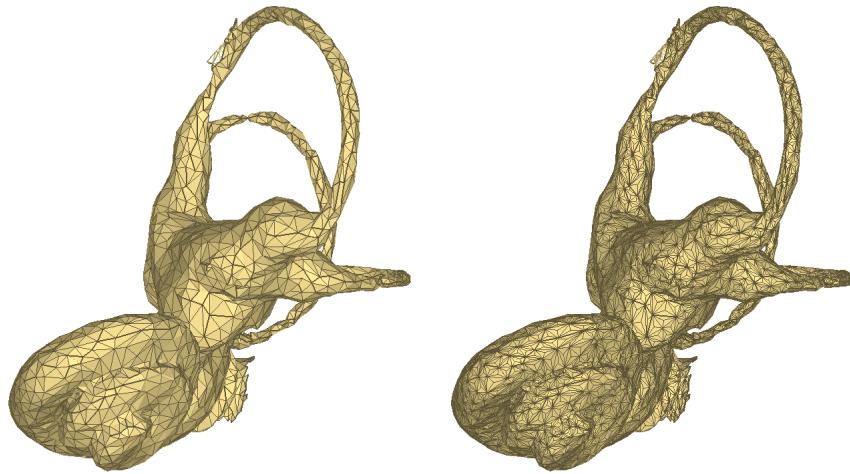


Figure 9.14: Mesh densification. Left: original input surface. Number of triangles: 5535. Right: resulting output (number of subdivisions: 1). Number of triangles: 16605.

9.1.9 Fill holes

This option uses `vtkFillHolesFilter`. Requirements : to use mesh hole filling, a selected surface is required (see for instance Fig. 9.16). See `vtkFillHolesFilter` documentation for further information regarding hole filling.

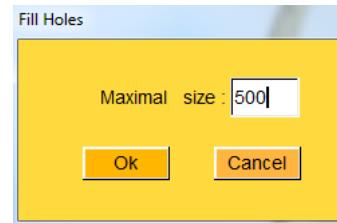


Figure 9.15: Fill holes window

9.1.10 Registration ICP

This option was implemented by Cécile Peladan, and deserves a chapter of its own and a tutorial, which will be written in a near future.

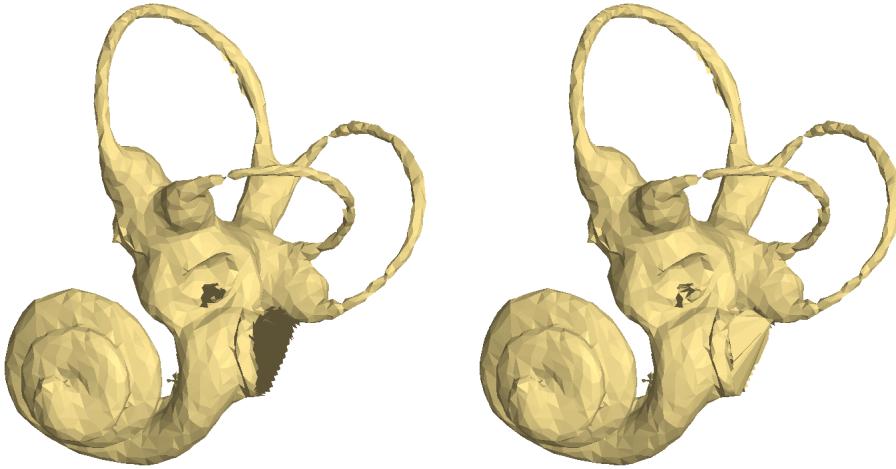


Figure 9.16: Filling holes. Left: original input surface. Number of triangles: 5535. Right: resulting output (maximal size: 1). Number of triangles: 5689.

9.2 Rendering modifications.

9.2.1 Set alpha value

A selected surface is needed.

Please chose a value between 0 and 100. 100 stands for "opaque rendering". 0 stands for "invisible surface".

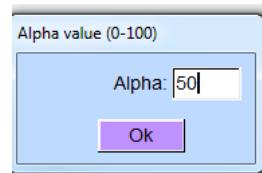


Figure 9.17: Alpha value setting window

As stated earlier, vertex display order has consequences on 3D rendering when working with transparency. 3D objects are displayed one after the other following an object list. The way objects are ordered inside this list thus affects transparency rendering, especially when some objects such as inner structures are positioned inside others. Object display order of selected objects can be changed using the two following controls. Pressing " \blacktriangle " will place all selected objects one step earlier in the object display list. Pressing " \blacktriangledown " will place all selected objects one step further in the object display list (see for instance Fig. 9.18).

See also "Sort vertices from back to front (beware: slow rendering)" (section 8.4.3) and "Sort vertices from front to back (beware: slow rendering)" (section 8.4.4) for further information.

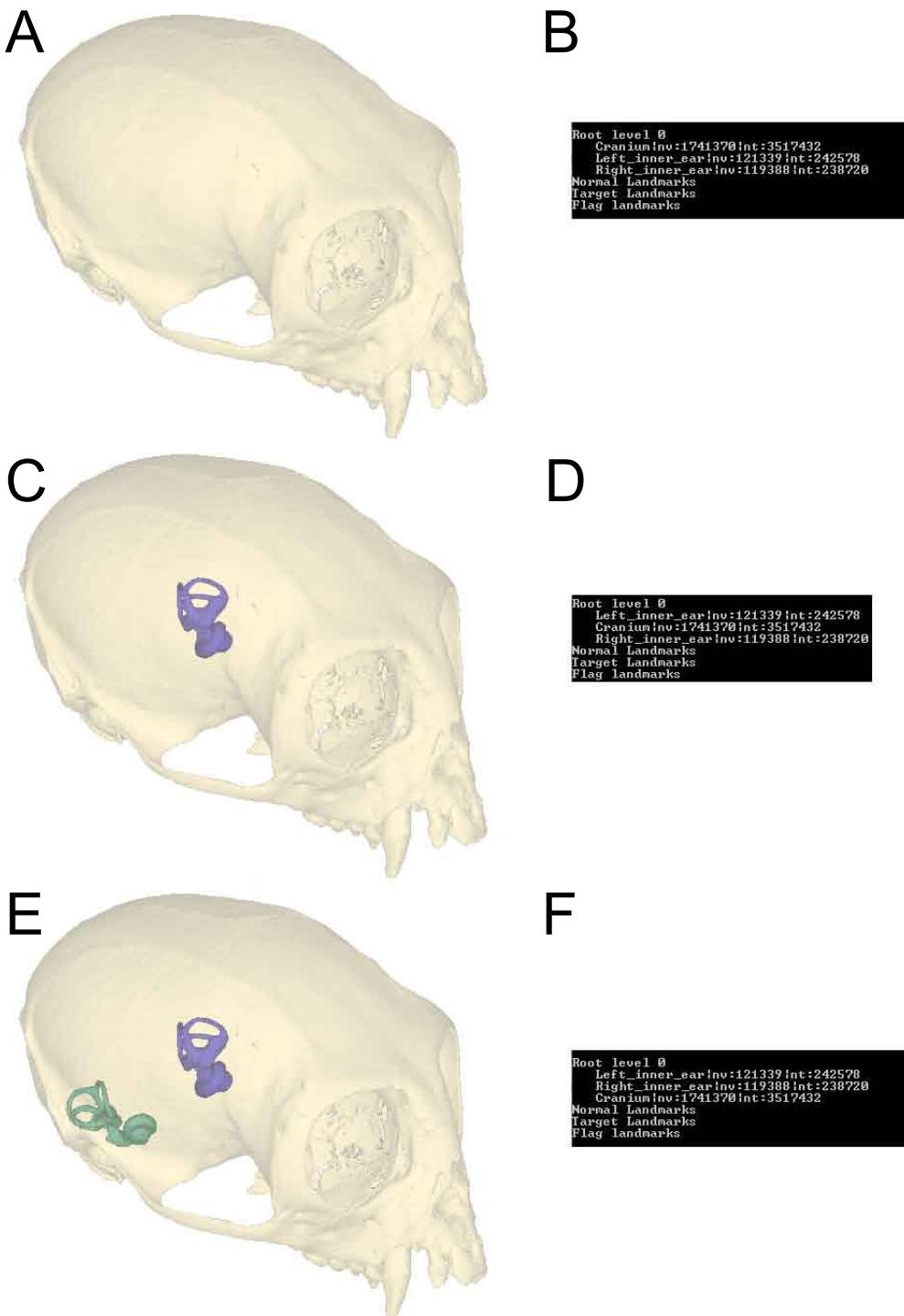


Figure 9.18: Transparency rendering. A. 3 objects (cranium, left_inner_ear and right_inner_ear) are opened in this order, and the object “cranium” is rendered with an alpha value of 40. The inner ears remain invisible, because “cranium” is displayed before the two inner ears are. B: corresponding display object order (Show → Display object order). C: the object “Cranium” was selected and put downward in the object display list. Now the left inner ear is visible, as it is displayed before the cranium is. D: corresponding display object order. E: the object “Cranium” was selected again, and put downward in the object display list. Now the two inner ears are visible, because they are both rendered before the cranium is. F: corresponding display object order.

9.2.2 Change object color

Object color can be changed using this option. A set of 13 predefined colors is available via this menu. Alternatively, you can edit object color manually using the "Object color" control of the "General options" window (click on menu "Show → General options→").

9.2.3 Edit first selected object and aspect matrices

A selected surface is required . This opens the following window, in which the aspect and position matrices can be edited. Options :

- Ok : set aspect and position matrices to first selected object.
- Init : set aspect and position matrices to identity.
- Refresh : change matrices to those of first selected object.
- Ok for all selected objects: set aspect and position matrices to all selected objects.

You can also access faster the "Object Matrix" window by clicking on "Edit first selected object position and aspect matrices".

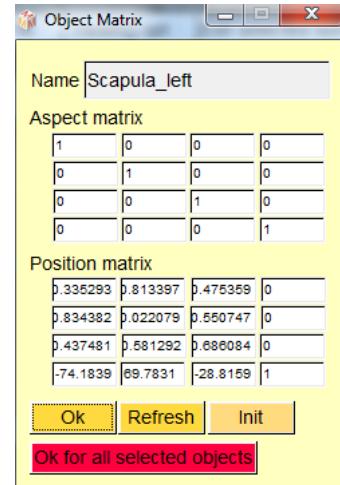


Figure 9.19: Object matrix window

9.3 Grouping actions.

One or several meshes can be placed into one logical object using this option. This option is useful in the following two cases.

- It allows an easy way to select/unselect together several objects (sometimes you do not want to select/unselect manually multiple meshes one by one).
- As a logical object's aspect object and position matrices can be edited, placing 1 or several meshes into one logical object provides a convenient means to achieve deformation into a particular direction in 3D space (for instance to achieve mesh decompression in one direction, see for instance Fig. 9.20).

Logical objects can be also put into another logical object. Note that meshes contained into selected logical objects cannot be saved until they are ungrouped.

9.3.1 Group

Select one or several meshes. Click on "Edit selected surfaces→Grouping actions→Group". As a result, the selected meshes are drawn in brown color.

9.3.2 Ungroup

Select one logical object. Click on “Edit selected surfaces→Grouping actions→Ungroup”. If the logical object aspect and position matrices are different from the identity matrices, the position and aspect matrices of the contained objects are edited in order to take into account position and aspect transformations that were applied to that logical object. Then the objects contained into the selected logical object are ungrouped, and the selected logical object is deleted.

9.4 Object list order.

As explained earlier, the following options are useful when working with transparent objects. Normal and Target landmark ordering can also be edited using these options.

As stated above, access to object display order can be reached via the menu “Show→Display object order”.

9.4.1 Move up

All selected objects (landmarks or surfaces) will be placed one step earlier in the object display list. This action can also be reached via the following button:

9.4.2 Move down

All selected objects (landmarks or surfaces) will be placed one step further in the object display list. This action can also be reached via the following button: See tutorial “working with landmarks” for further information.

9.5 Delete small objects.

9.5.1 Threshold : a given number of triangles

Using this option, you may delete selected objects smaller than a given number of triangles.

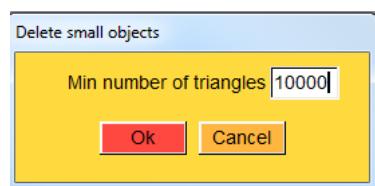


Figure 9.21: Delete small objects window

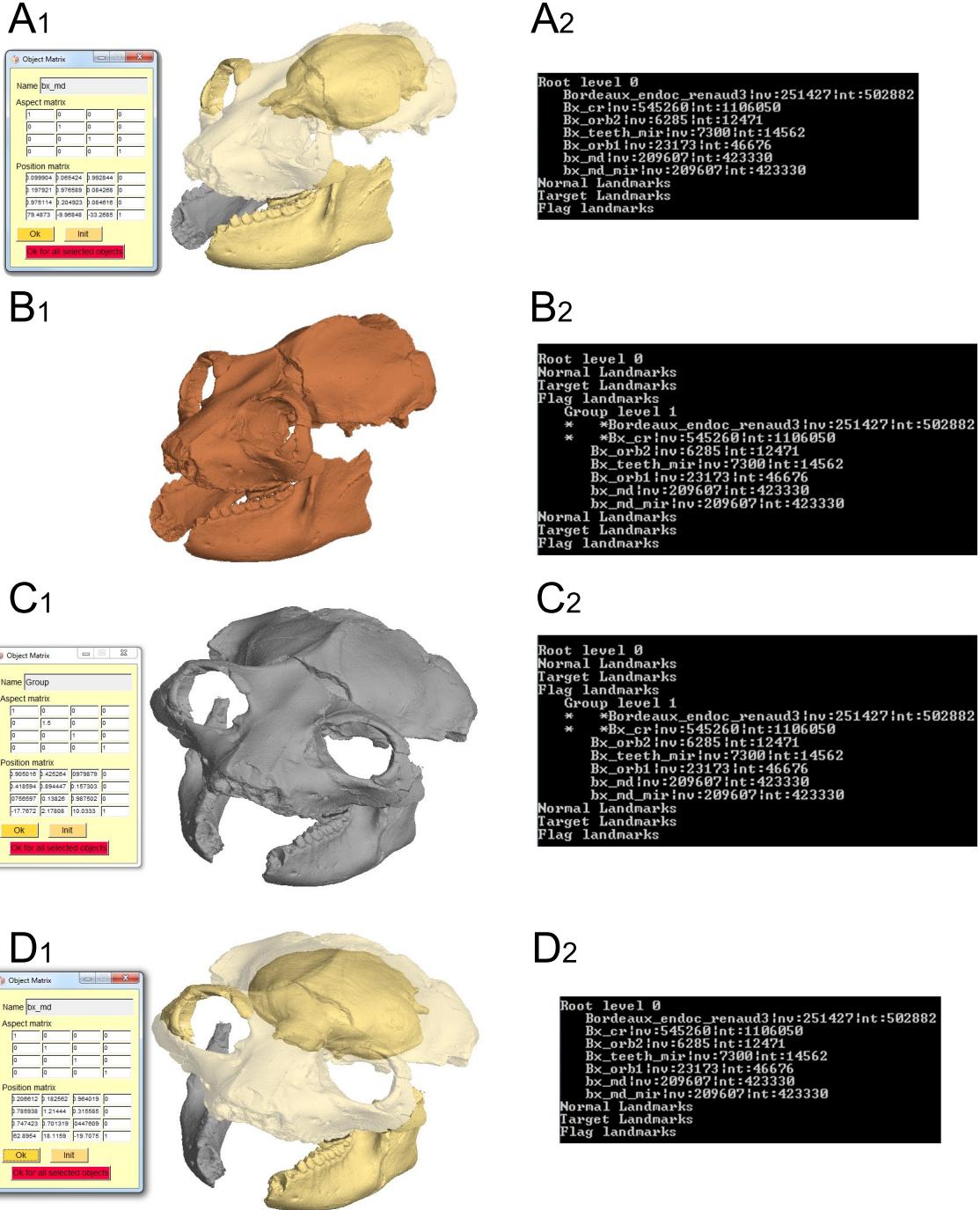


Figure 9.20: Grouping objects. A1: 7 objects are opened. Original matrices of "bx_md" object are shown (right mandible, selected). A2: corresponding display object order (Show →Display object order). B1: The 7 object are grouped. The group is drawn in brown. B2: corresponding display object order. C1: the position of the group is changed, as well as its aspect matrix. Note that the enclosed meshes cannot be saved in that state. C2: corresponding display object order. D1: objects are ungrouped. Modified matrices of "bx_md" object are shown (right mandible is selected). Now, the 7 meshes can be saved. D2: corresponding display object order (Show →Display object order).

9.5.2 Threshold : a given volume

Using this option, you may delete selected objects smaller than a given volume.

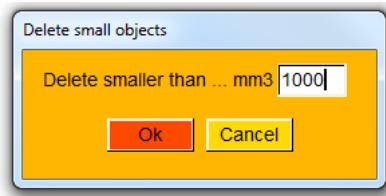


Figure 9.22: Delete small objects window 2

Chapter 10

Landmarks

Contents

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As stated above, landmarks can be set on surfaces by pressing "L" + left mouse click. Several actions can be performed on landmarks.

10.1 Select a given range of landmarks.

By opening the “select landmark range” window, you can select a given range of landmarks. This option may be useful when you need to save only a specific sub-range of all digitized landmarks.

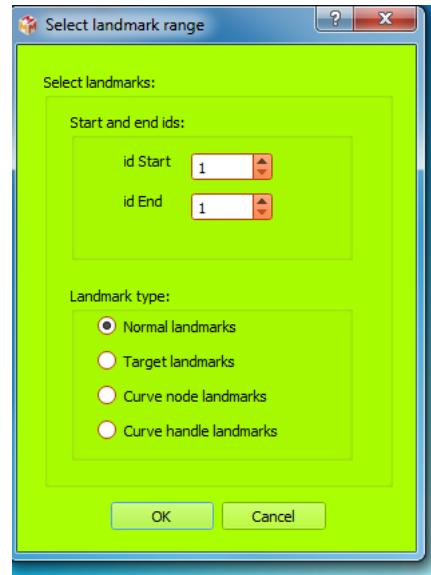


Figure 10.1: Select landmark range window

10.2 Push back selected landmarks on closest surface.

When set via pressing “L” + left click, landmarks are positioned on one surface’s vertex. Selected landmarks can be subsequently moved manually to other locations (for instance, if you want to place a given landmark in the middle of a canal or a foramen, or between two unfused bones). However, you may sometimes want to push back automatically some selected landmarks to the position of the closest surface’s vertex available. This can be achieved using this option.

10.3 Edit all selected flag landmarks.

Using this option, you can modify the length and the color of several selected flag landmarks at once.

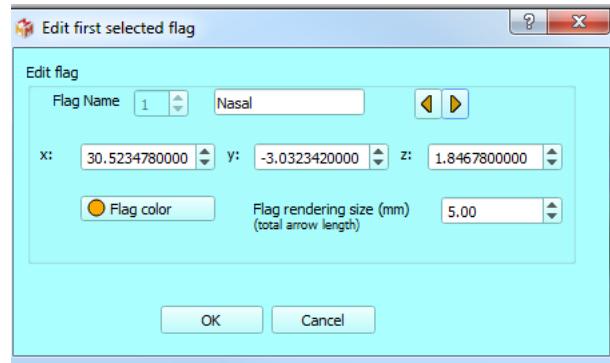


Figure 10.2: Edit all selected flags window

10.4 Change selected landmarks orientation according to surface normals.

When set via pressing "L" + left surfaces, landmark orientation is that of the vertex on which it is placed. Selected landmarks' orientation can be subsequently moved manually. However, you may sometimes want to reset one or several landmarks' orientation automatically to that of the closest surface's vertex available. This can be achieved using this option.

10.5 Landmarks involved into curves.

10.5.1 Move curve handles (selected yellow landmarks) semi-automatically

This option allows saving a lot of time when creating 3D Bezier curves with ISE-MeshTools (see Fig. 10.4). Also see "working with curves" tutorial for further details regarding curve digitization with ISE-MeshTools).

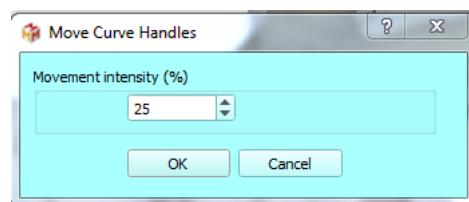


Figure 10.3: Mode handles window

Requirement : at least a handle landmark ("target" landmark) must be selected. Depending on whether selected curve handles lie within the curve, at the start of the curve or at the end of the curve, their displacements differ (see Fig. 10.5)

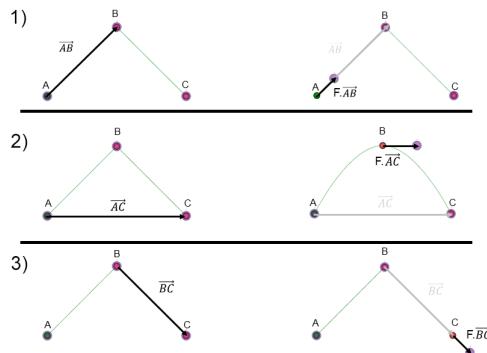


Figure 10.4: Moving handles semi-automatically.

1. Left: curve handle is associated to a curve starting point (A), and a following point (B) exists. Vector \overrightarrow{AB} is computed, as well as its length $|AB|$. Right: curve handle associated to A is moved from point A along \overrightarrow{AB} . Displacement length=movement intensity/ $|AB|$.
2. Left: curve handle is associated to a point B lying between two points (A and C). Vector \overrightarrow{AC} is computed, as well as its length $|AC|$. Right: curve handle associated to B is moved from point B along \overrightarrow{AC} . Displacement length=movement intensity/ $|AC|$.
3. Left: curve handle is associated to a curve ending point (C), and a preceding point (B) exists. Vector \overrightarrow{BC} is computed, as well as its length $|BC|$. Right: curve handle associated to C is moved from point C along \overrightarrow{BC} . Displacement length=movement intensity/ $|BC|$.

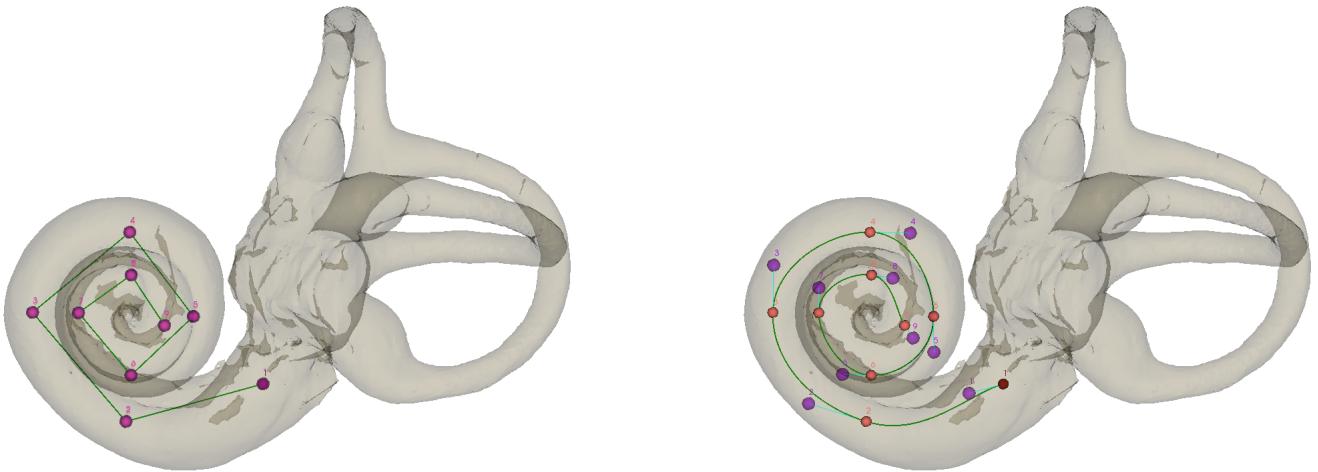


Figure 10.5: Example of curve handles semi-automatic displacement (movement intensity: 25%).

10.5.2 Normal landmarks (red): define as curve starting points (green)

Selected landmark will be given flag "1"

10.5.3 Normal landmarks (red): connect to preceding starting points (violet)

Selected landmark will be given flag "3".

10.5.4 Normal landmarks (red): define as curve milestones (blue)

Selected landmark will be given flag "2".

10.5.5 Green, blue, violet landmarks: set back to normal landmarks (red)

Selected landmark will be given flag "0".

Further information regarding curve use in ISE-MeshTools is available in the section "File → Further information regarding curve use in ISE-MeshTools is available in the section "File → Curves" section (section 7.5) and in the tutorial "working with curves".

Chapter 11

Scalars

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Scalar values can be associated to each vertex. Scalar values can be displayed when scalar display mode is active. To activate/deactivate scalar display mode, click on “”. When active, the rainbow color scale (see Fig. 11.1) shows up in the bottom-right part of the 3D rendering window.



Figure 11.1: Rainbow color scale, showing a “min” range display value of -1, a “max” range display value of 1, and a middle range display value of 0.

11.1 Show scalar rendering options window.

Displayed scalars and scalar associated color scales can also be opened by clicking on “” (see Fig. 11.2).

Available controls:

Chose active scalar: please chose among the available scalars (see below for further information).

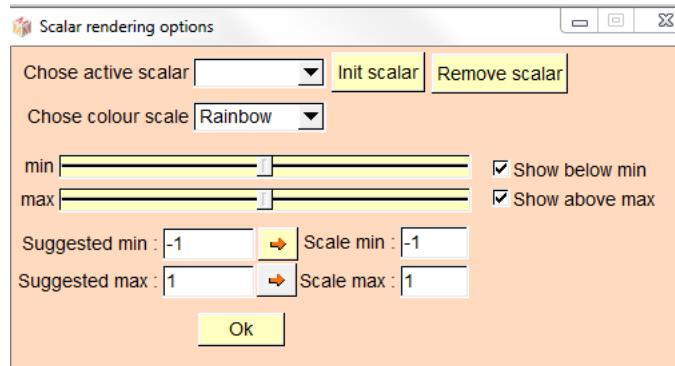


Figure 11.2: Scalar rendering options window

Choose color scale: please chose among the available color scales (see below for further information).

Init scalar: set current active scalar values to "0" for all selected objects. *Remove scalar :* removes active scalar for all selected objects. This option is useful if you plan to save surfaces in the .vtk format and do not want ISE-MeshTools to save associated scalar values (this will save some disk space).

min: changes the minimal value of the active color scale.

max: changes the maximal value of the active color scale.

Show below min: if active, all vertices with an associated active scalar value below "min" will be drawn using the color situated at the leftmost part of the active color scale. If not, these vertices will be transparent.

Show below max: if active, all vertices with an associated active scalar value above "max" will be drawn using the color situated at the rightmost part of the active color scale.

Suggested min: suggested "min" range display value. This value is computed in order to use the color scale at its best.

Suggested max: suggested "max" range display value. This value is computed in order to use the color scale at its best.

"": Set min/max to suggested min/max, respectively.

Scale min: current "min" range display value.

Scale max: current "max" range display value. *Ok:* applies changes.

11.2 Scalars: distance from camera (Depth).

Computes distance from camera for all vertices of all selected objects. This option may offer a better perception of the 3D structure of an object on a 2D screen representation.

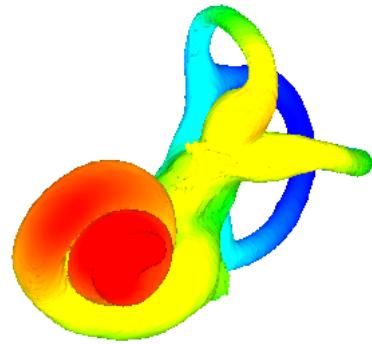


Figure 11.3: Example of 3D rendering of “Depth” scalars. Scalar mode is active, the rainbow color scale is used.

11.3 Scalars : compute vertice curvature.

vtkCurvatures filter is implied in this option.
vtkCurvatures filter offers 4 ways to compute surface’s curvature at each vertex (see Fig. 11.5):

- Principal maximal curvature
- Principal minimal curvature
- Gaussian curvature
- Mean curvature.

See vtkCurvatures’ documentation for further details.

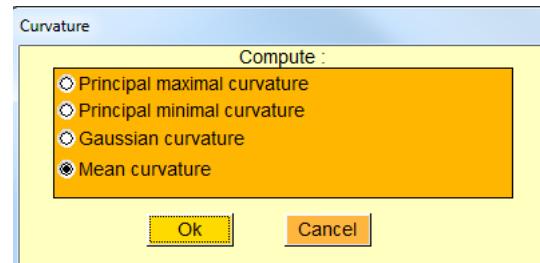


Figure 11.4: Curvature window

11.4 Scalars: compute thickness.

Thickness within an object (see Fig. 11.8) is defined the following way: for a given vertex, the minimal distance between this vertex and other vertices in the direction opposite to that of the surface’s normal is computed. In order to minimize computation time, a maximal distance (Maximal thickness (mm)) is asked to the user, in order to reduce the amount of vertices investigated at a given location.

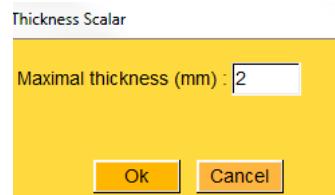


Figure 11.6: Thickness scalar window

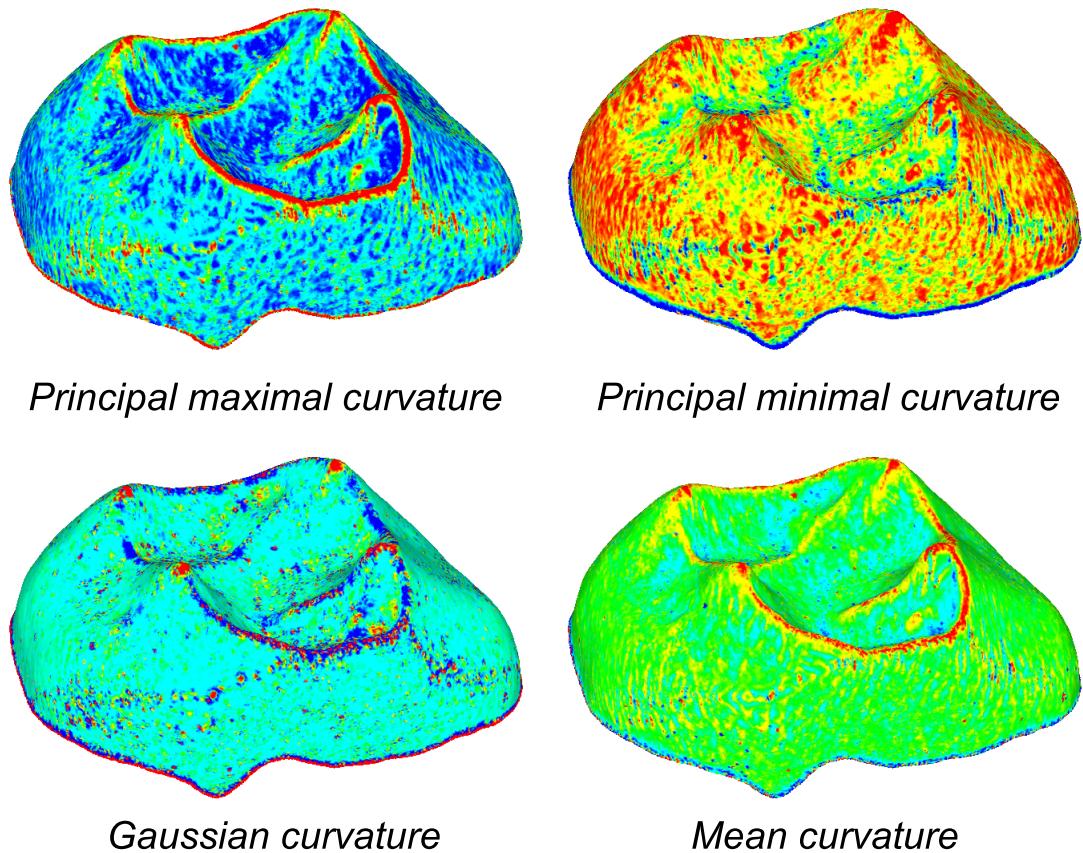


Figure 11.5: Examples of 3D rendering of “Curvature” scalars. Scalar mode is active, the rainbow color scale is used. Specimen : enamel dentine junction (EDJ) of the second superior molar of a juvenile medieval human from Sains-en-Gohelle (France). Specimen number : SP07. Image credit: Mona Le Luyer (PACEA, Bordeaux).

11.5 Scalars: compute thickness between two objects.

Thickness between tow objects is defined the following way (see Fig. 11.9): for a given vertex of the impacted object, the minimal distance between this vertex and other vertices of the observed surface in the direction opposite to that of the impacted surface's normal is computed. Again, in order to minimize computation time, a maximal distance (Maximal thickness (mm)) is asked to the user, in order to reduce the amount of vertices investigated at a given location. Only selected surfaces appear in the impacted object and observed object lists.

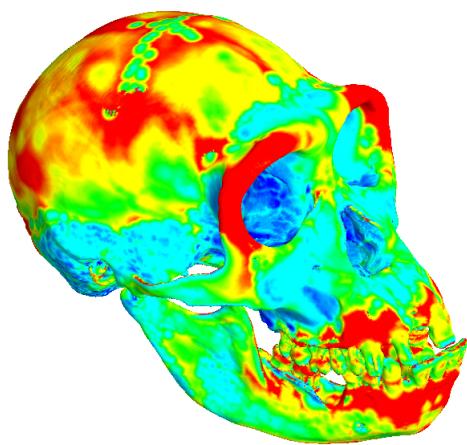


Figure 11.8: Example of 3D rendering of “Thickness” of the 3D model of the type specimen of *Pan paniscus* (downloadable on [Metafro.be](#)). Scalar mode is active, the rainbow color scale is used. Thickness between 2 surfaces window

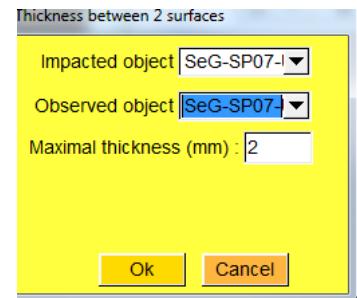


Figure 11.7: Thickness between 2 surfaces window

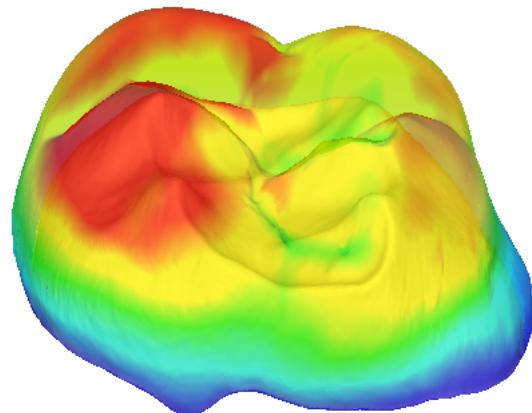


Figure 11.9: Example of 3D rendering of “Thickness” between two objects’ scalars. Scalar mode is active, the rainbow color scale is used. Impacted object : enamel surface of SP07 specimen (see above for details). Observed object : enameldentine junction’s surface (EDJ) of SP07 specimen.

11.6 Smooth active scalars (Gaussian blur).

Active scalars are “smoothed” the following way : for each vertex, a new scalar value is computed as the mean of the scalar values of all neighbouring vertices (see Fig. 11.10).

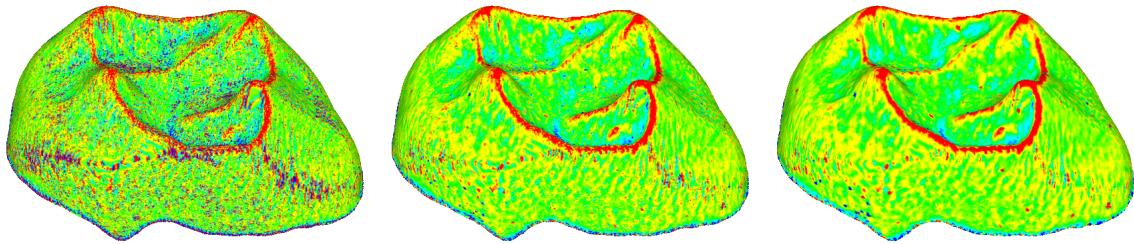


Figure 11.10: Smoothing scalars. Examples of 3D rendering of “Mean Curvature” scalars. Scalar mode is active, the rainbow color scale is used. Left : “raw” mean curvature. Middle : mean curvature scalars smoothed once. Right : mean curvature scalars smoothed twice. Specimen: EDJ of SP07 specimen.

11.7 Init RGB.

Whenever colors are associated to vertices in .PLY or .VTK files (this can be achieved for instance by painting on meshes with Meshlab or by transferring textures obtained by laser scanning to the vertices), ISE-MeshTools stores this “initial RGB” color information inside a dedicated scalar (called “Init_RGB”). See for instance Fig. 11.11.

Note: you have to select a Mesh in order to activate this option.

11.8 Saving and loading scalars.

Computed scalars can be saved inside the .vtk surface files. In order to access scalar values into other software (such as a text editor), save the .vtk files in ASCII format. Saved scalars can be reloaded into ISE-MeshTools. Saving surfaces into .vtk format provides an efficient means to store and exchange computed scalars.

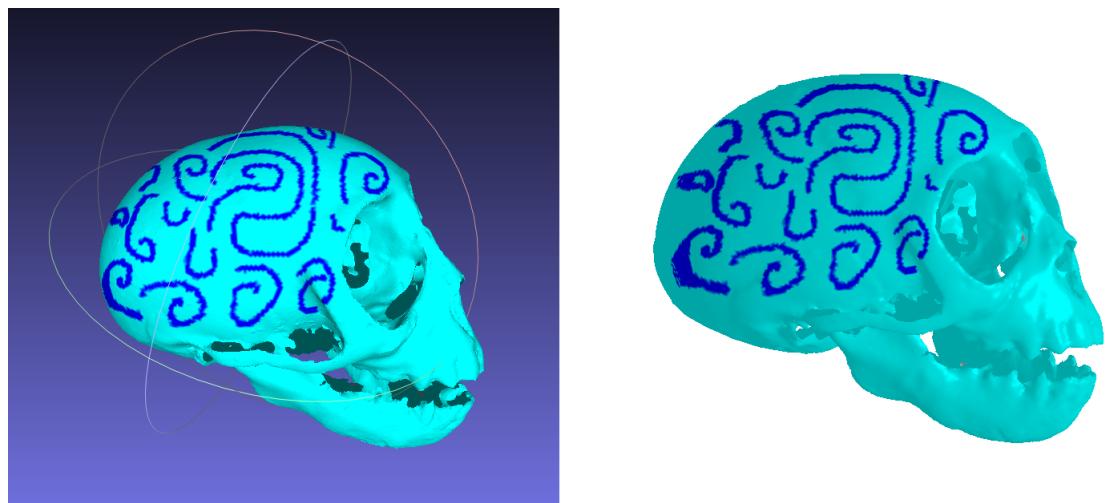


Figure 11.11: Initial RGB Scalar. Left: a mesh is painted using Meshlab. Right: the same mesh opened with ISE-MeshTools using the “Init RGB” option.

Chapter 12

Tags

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12.1 Tagging surfaces with ISE-MeshTools.

25 tags (ordered between 0 and 24) can be given a label, a color, a transparency, and be manually delimitated. A greater number of tags can be given to a surface using automatic tagging tools such as the "Tag connected regions" tool, but these additionnal tags can not be labeled or manually edited. As stated earlier, in order to edit tags, it is advisable to activate the "tag mode" (press "" button). In this mode, selected surfaces (on which you can interact and tag) can be drawn according to tag values at each vertex if "tag display mode" is active. Press "" to activate "tag display mode". When active, the tag color scale shows up in the bottom-right part of the 3D rendering window (see Fig. 12.1). Selected surfaces can be tagged using the pencil tag tool (""), the magic wand tag tool (""), the paint bucket tag tool ("") or the lasso tag tool ("").



Figure 12.1: Example of tag color scale

12.1.1 Pencil tag tool



Pencil tag controls:

T pressed + left mouse click : tags the selected surface using currently active tag.

T pressed + right click : tags the selected surface using tag 0 (usually used as "exterior" tag). This option is often used to "clear" a wrongly tagged part.

Pencil tag special option:

pencil tag size can be modified in the Tag option window.

This option defines the tag propagation extension level, which starts at the vertex on which the mouse click is performed.

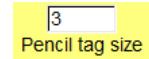


Figure 12.2: Pencil tag size option

12.1.2 Magic wand tag tool



Magic wand tag controls:

T pressed + left mouse click : tags the selected surface using currently active tag. T pressed + right click : tags the selected surface using tag 0 (usually used as "exterior" tag). This option often is used to "clear" a wrongly tagged part.

Magic wand special option:

Magic wand limit angle size can be modified in the Tag option window.

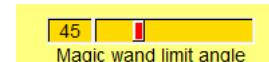


Figure 12.3: Magic wand limit angle

This option defines the tag propagation extension level, which starts at the vertex on which the mouse click is performed : propagation stops if the angle between the notmal of current vertex and the normal of the vertex on which the mouse click was done is found is greater than the defined angle.

12.1.3 Paint bucket tag tool



Paint bucket tag controls:

T pressed + left mouse click : tags the selected surface using currently active tag.
 T pressed + right click : tags the selected surface using tag 0 (usually used as "exterior" tag).
 This option is often used to "clear" a wrongly tagged part.
 Note : the paint bucket tag tool works exactly like the magic wand tag tool when the magic wand limit angle is set to 180°.

12.1.4 Pencil tag, magic wand and paint bucket common option

Magic wand special option:



These 3 tools share a common option, available in the Tag option window, the "allow color override" checkbox.

Figure 12.4: Allow color override option

- If checked : no attention is paid to the color of the vertex on which the left/right click was done during tag propagation.
- If unchecked: tag propagation will stop if a tag color different from 0 (exterior tag) and from that of the vertex on which the mouse click was done is found.

Important note: be careful when using "allow color override" option checked with the paint bucket tag tool or with the magic wand, as it will paint a large region uniformly (minutes or even hours of work may be lost in a single click, if you did not save your tagged surface in .vtk format earlier).

12.1.5 Lasso tag tool



The lasso tag tool can be used alone (option 1) or in combination with the pencil, the magic wand or the paint bucket (option 2). Once "lasso tag tool" button is pressed, the mouse cursor changes to a cross in the 3D window. Additional mouse and keyboard controls become available (see Table 12.1). Once option 1 or option 2 is achieved, the usual mouse and keyboard controls become available again.

12.2 Show tag options window.

The "Tag options" window (see Fig. 12.5) can also be opened by clicking on "■■■". Available controls:

Define tag labels, colors and transparency group:

Labels: you may define tag labels for all 25 available tags.

Active tag: you may define the currently active tag.

color: you may define the color for all 25 available tags.

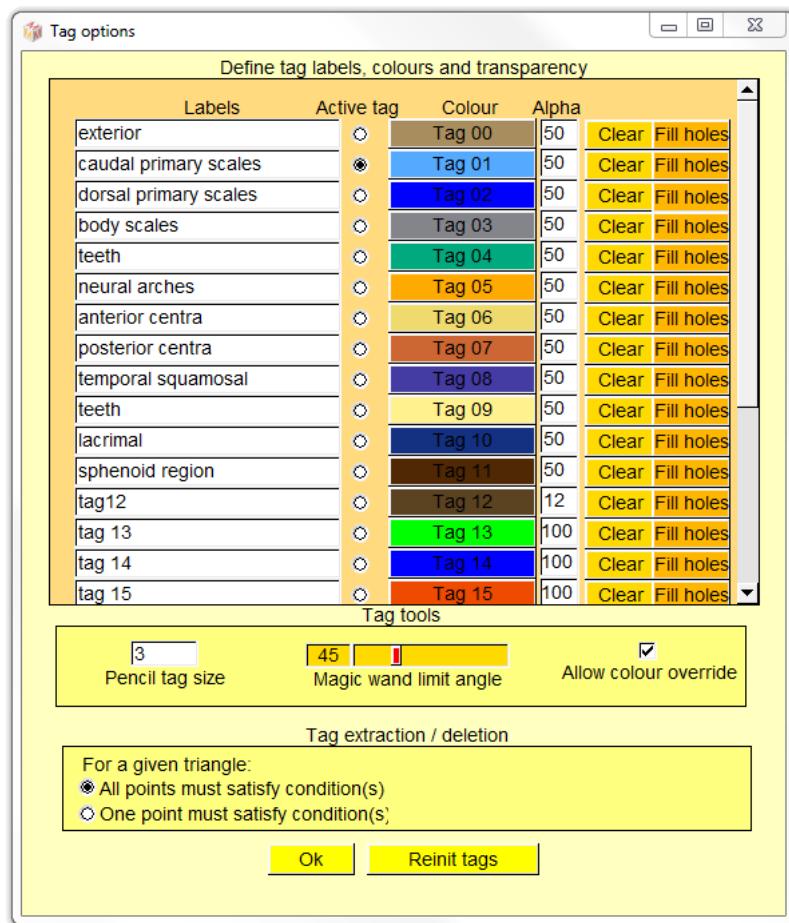


Figure 12.5: Tag options window.

Left click	Adds a segment to polygon (segments are drawn yellow)
Right click	Connects last segment to first segment. If two segments cross each other, lasso tag action is cancelled. Otherwise, the closed polygon is drawn red.
Option 1: once polygon is closed, middle click or "C" + right click.	when the click falls inside/outside the closed red polygon: the region falling <u>inside</u> the polygon is tagged/is not tagged using the active tag color, respectively. The region falling <u>outside</u> the polygon is not tagged/is tagged using the active tag color, respectively.
Option 2: once polygon is closed: Press "T" + left or Press "T" +right click	The selected tag tool (magic wand or paint bucket) is be used, but tag propagation will not cross over polygon edges.

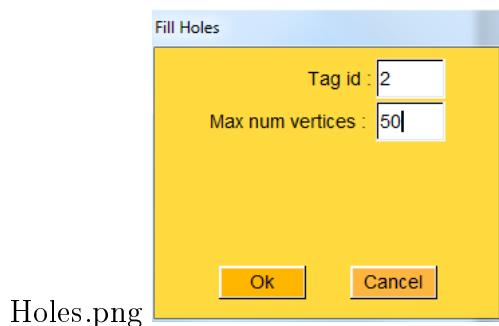
Table 12.1: Lasso tag controls

Alpha: you may define the transparency for all 25 available tags.

Clear: clears the tag region (all vertices of this region will be set to 0 = Tag 00). *Fill holes:* opens the "Fill holes" window (see Fig. 12.6). Pressing ok will fill all regions adjacent to the concerned tag region (Tag id) containing less than "Max num" vertices (see for instance Fig. 12.7).

Tag tools group: *Pencil tag size:* This option defines the tag propagation extension level of the pencil tag tool. *Magic wand limit angle :* This option defines the tag propagation extension level of the magic wand tag tool (see above for further explanations).

Allow color override: The pencil, magic wand and paint bucket tag tools share this option. If active, tag propagation will stop if a tag color different from 0 (exterior tag) and from that of

**Figure 12.6:** Fill Holes window.

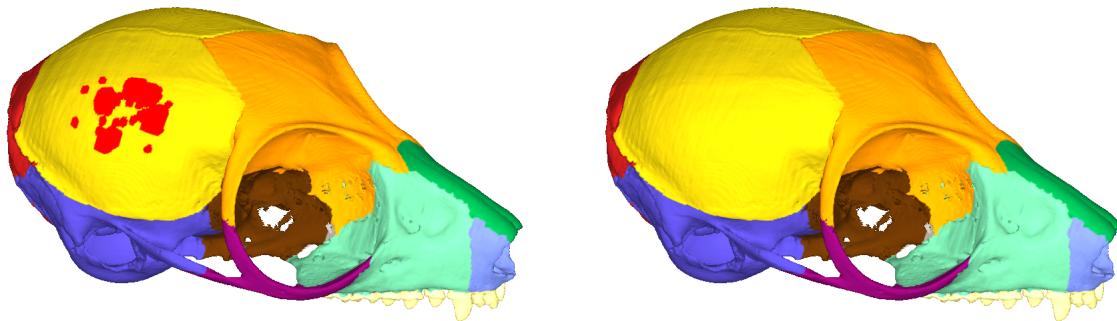


Figure 12.7: Example of tag hole filling. Left : cranium of *Microcebus murinus* presenting a parietal region tagged mostly in yellow, and presenting red “holes”. Right : “holes” present in the yellow region were filled using “Max num vertices” = 4000 option.

the vertex on which the mouse click was done is found.

Tag extraction/deletion:

For a given triangle : *All points must satisfy condition / One point must satisfy condition*. This option defines the extent to which region extraction or deletion is performed at the boundaries of the concerned tagged region.

Example of tag merging. Left : cranium of *Microcebus murinus* presenting the parietal region tagged in yellow, the frontal region tagged in orange. Right : frontal tag region was merged into the parietal region.

12.3 Convert RGB colors to Tags.

This option (see Fig. 12.8) may be useful when you just have opened a .ply file already containing RGB colors (for instance, let us suppose that you have painted a surface using MeshLab software, and that you wish to convert those colors into tags). RGB colors contained in .ply files are inserted inside the RGB scalar when opened with MeshTools. If you plan to transform those RGB values into tags with MeshTools, be aware of the fact that RGB scalar is reinitialised extremely frequently: for instance as soon as you activate the tag or the scalar display mode, or whenever you change the objects’ color rendering. So I advise you to use the present option only immediately after opening the surface. You have two options :

1) exact color match

→ In that case, in order to be given a tag value other than Tag 00, a vertex must satisfy the following condition: its RGB scalar value should match one of the 25 colors defined in the “Tags options” window. If a vertex does not satisfy this condition, it is given the Tag 00 value.

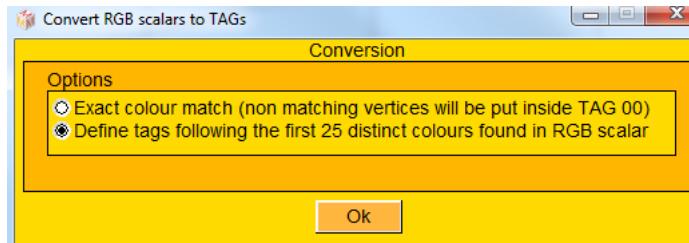


Figure 12.8: Convert RGB scalars to TAGS window

2) Define tags following the first 25 distinct colors found in RGB scalar

→ In that case the following sequence of operations is applied:

- a) ISE-MeshTools searches for the first 25 distinct RGB colors inside the object; ISE-MeshTools gives them numbers ranging from 0 to 24. Important : if more than 25 distinct colors exist in the RGB scalar, they are not given a tag value.
- b) ISE-MeshTools updates tag colors according to the 25 first colors found in the RGB scalar.
- c) All vertices are given a Tag value following the procedure defined above in #1 (exact color match).

Advantages of #1 : if you have well prepared your RGB colors so that they matches well those associated with the 25 tags, this procedure will work perfectly.

Advantages of #2 : if you have up to 25 distinct RGB colors in your .ply file and if you do not want to bother to edit manually the 25 tags and give them a RGB color, you will save time with this procedure.

Drawbacks of both methods: if your file contains more than 25 distinct RGB colors, you will definitely lose information in the process.

Be also aware that when saving .ply files with ISE-MeshTools, the RGB coulours saved within the file are those currently rendered in the 3D screen. If you spent time to color a 3D surface in .ply format (for instance with MeshLab) and you have opened it subsequently with ISE-MeshTools and have saved it again, there is a high probability that all the initial RGB colors will have been replaced with those rendered in ISE-MeshTools.

12.4 Merge tags.

Two tagged regions can be merged into a single one. All source tags will be put into target tags.

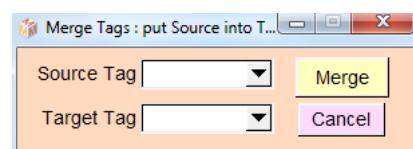


Figure 12.9: Merge tags window

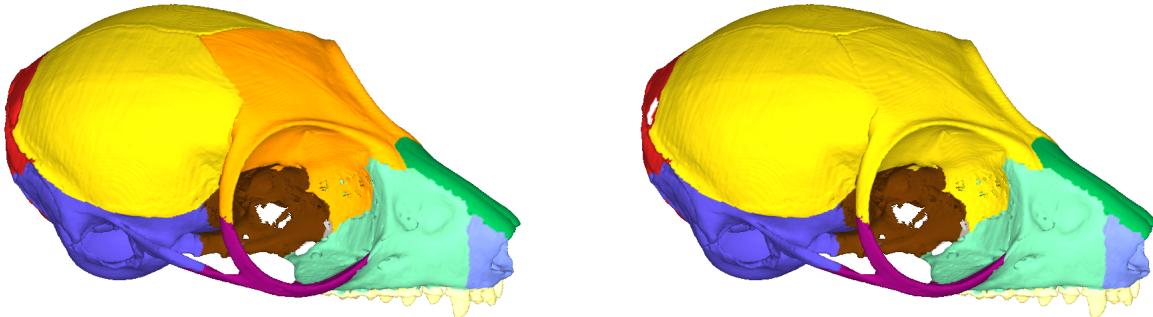


Figure 12.10: Example of tag merging. Left : cranium of *Microcebus murinus* presenting the parietal region tagged in yellow, the frontal region tagged in orange. Right : frontal tag region was merged into the parietal region.

12.5 Tag connected regions.

This option implies `vtkPolyDataConnectivityFilter`. This filter will tag all non-connected regions of the selected input surface into different colors (see Fig. 12.11).

12.6 Extract.

Note: The “Tag extraction/deletion” option in the Tag options window will affect the boundaries of the extracted regions (see Fig. 12.12).

12.6.1 Extract active tag corresponding region

Using this window, a single mesh will be created out of the active tag corresponding region of the selected object.

12.6.2 Extract all tagged regions as several new objects

Using this window (see 12.13), all meshes will be created out all different existing tags. In order to prevent extremely small surface objects to be created, a minimal region size parameter for tag extraction is asked. For an example, see Fig. 12.14.

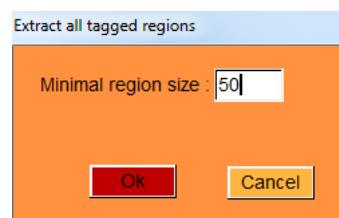


Figure 12.13: Extract all tagged regions window.

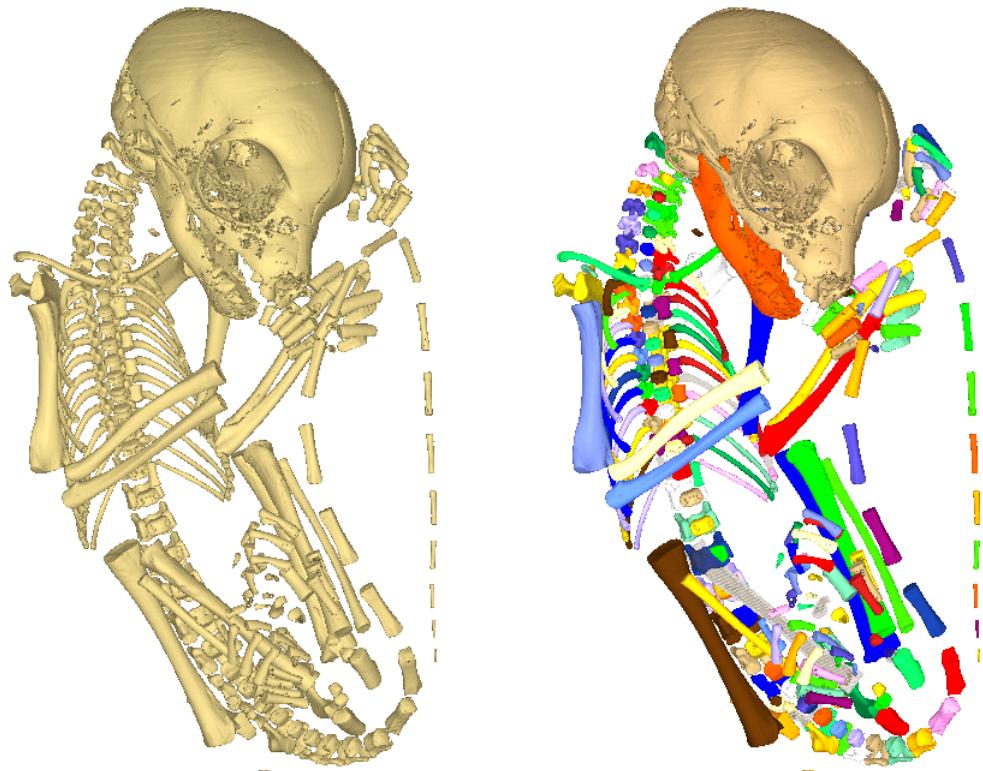


Figure 12.11: Left: original surface. Right: the same mesh automatically tagged into 304 non connected regions.

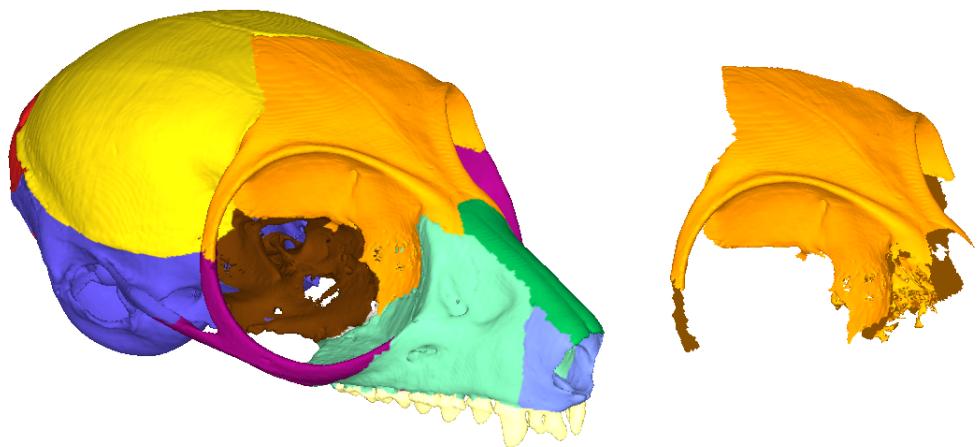


Figure 12.12: Example of tag extraction. Left : cranium of *Microcebus murinus* presenting the frontal region tagged in orange. Right : frontal tag region was extracted into a new surface object.

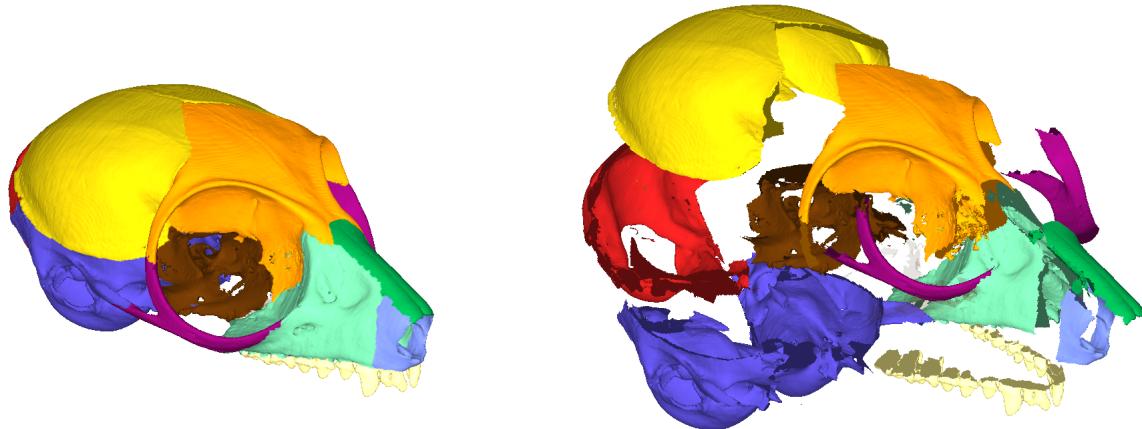


Figure 12.14: All tags extraction. Left: original tagged surface. Right: all tagged regions were extracted into single independent surface objects

12.6.3 Extract one tagged region as 1 new object

This option works similarly as the “Extract active tag corresponding region” option mentioned above, except that you can reach tag id values beyond the 25 reachable in the Tag options window.

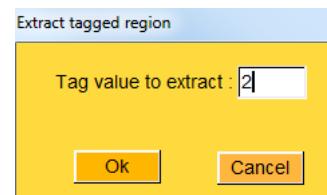


Figure 12.15: Extract tagged region window.

12.6.4 Extract tag or other scalar range as 1 new object

Using this option, you may extract several tagged regions into one single mesh, or all regions ranging from a minimal value up to a maximal value for a given scalar into a single new mesh. See for instance Fig. 12.17.

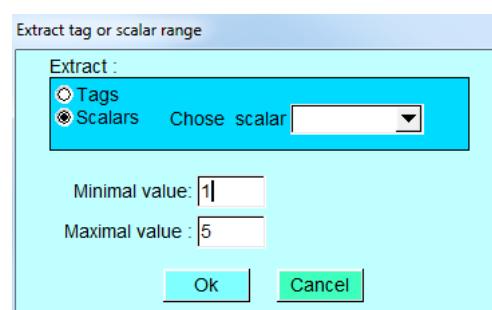


Figure 12.16: Extract scalar range window.

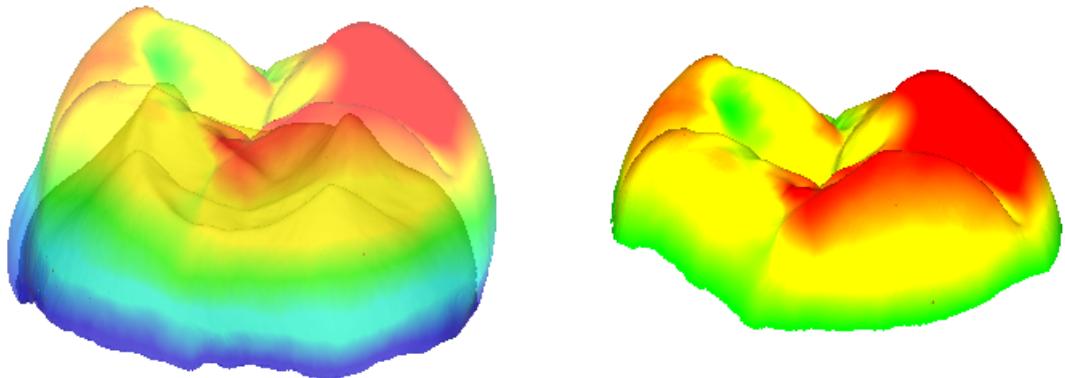


Figure 12.17: Extraction of the region showing an enamel thickness greater than 1 mm. Specimen : enamel surface of SP07 specimen (see "Scalars" and "Acknowledgement" sections for details regarding this specimen). Image credit : Mona Le Luyer (PACEA, Bordeaux).

12.7 Delete.

Note: The "Tag extraction/deletion" option in the Tag options window will affect the boundaries of the deleted regions.

12.7.1 Delete one tagged region

This option works similarly as the "Extract one tagged region" option mentioned above, except that it deletes the selected tag region.

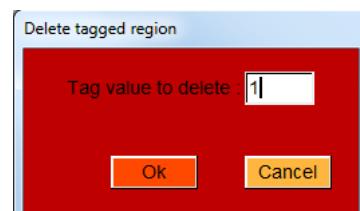


Figure 12.18: Delete tagged region window.

12.7.2 Delete active tag corresponding region

This option works similarly as the "Extract active tag corresponding region" option mentioned above, except that it deletes the corresponding active tag region.

12.7.3 Delete all tagged regions except TAG 00

This option deletes all tagged region except the vertices tagged with TAG 00 (exterior).

Chapter 13

Show

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13.1 General options.

The general options window (see Fig. 13.1) contains the following sections:

13.1.1 Behavior when opening surface

Object position:

- *Move object center of mass at $x=0, y=0, z=0$:* when active, the position matrix of a newly opened surface is set in order to display the object at the origin of the coordinate system ($x=0, y=0, z=0$). This option is useful when surface native coordinate system is far from the origin (this is often the case if you see nothing in the 3D rendering window after opening a surface).
- *Keep object native coordinate system:* when active, the position matrix of a newly opened surface is set to the identity matrix.

Camera:

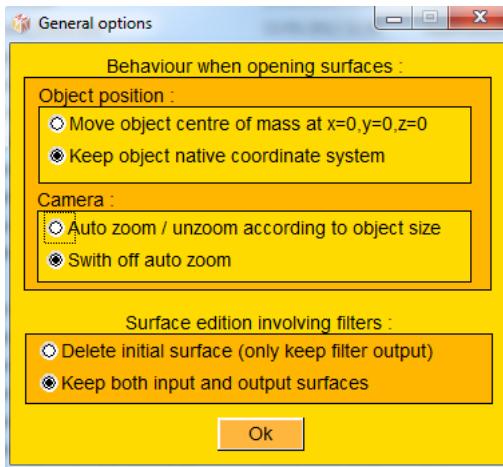


Figure 13.1: General options window.

- *Auto zoom / unzoom according to object size*: when active, the zoom of the camera is modified in order to match the object global size.
- *Switch off auto zoom*: switches off the preceding option.

13.1.2 Surface edition involving filters

The following "filters" are available in ISE-MeshTools (see "Edit selected surfaces" section):

- Connectivity filters
- Lasso cut
- TPS deformation
- Mesh mirroring/smoothing/decimation/densification/hole filling

Delete initial surface (only keep filter output): when active, when using one of the previously mentioned filters, the initial object is deleted. Only the filter output is kept. This option is useful to avoid object multiplication.

Keep both input and output surfaces: when active, when using one of the previously mentioned filters, the initial object is kept. This option is useful to compare the initial object and the filter output.

Note that filter output object's name differs from filter input objects' name.

13.2 Show object view/hide window.

This window (see Fig. 13.2) shows the list of currently opened meshes. You may hide / show objects using this interface. Note that if you delete/load objects while opened, the list will not

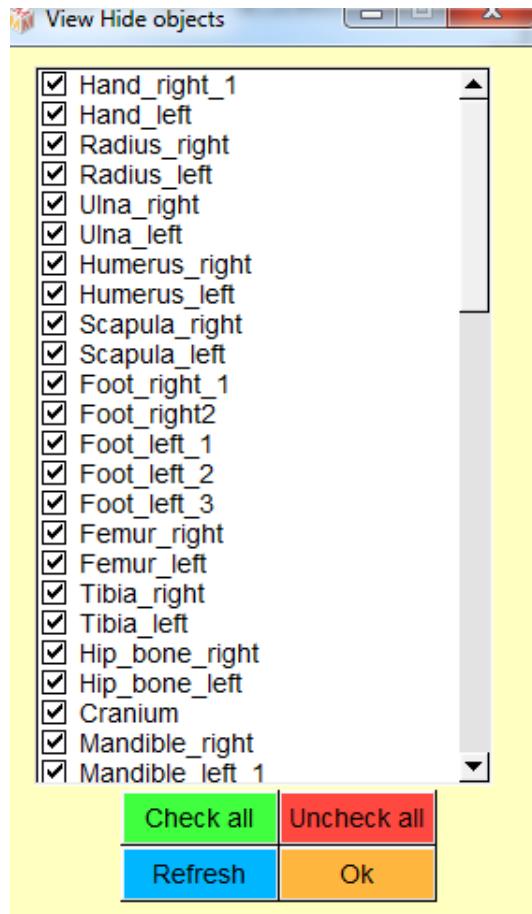


Figure 13.2: View Hide Objects window.

be updated. Please click on “refresh” to see the actual current list of existing objects.

“Check all” : will show all objects

“uncheck all” : will hide all currently loaded objects.

This window is useful to hide/show structures.

13.3 Area and volume of selected objects.

This option shows in the output window the list of surface objects which are selected.

13.4 Print scalar list.

This option shows in the output window the list of existing scalars. When saving .vtk files, all these scalars are saved inside the .vtk file along with the geometry of the object(s). When saving .ply files, only the RGB scalars are saved.

13.5 Print list of selected objects.

This option shows in the output window the full list of the names of all currently selected surfaces.

13.6 Print list of distinct selected objects.

This option shows in the output window the list of the distinct names of all currently selected surfaces. It may sometimes be useful to compare the full list of names and the list of distinct names of selected objects when working with projects : ISE-MeshTools only allows to save series of surface files having distinct names (see tutorial “Working with projects” for further explanations).

13.7 Show object display order.

This option shows in the output window the list of objects (landmarks, target landmarks, flag landmarks, logical objects, surfaces) loaded into ISE-MeshTools, as well as their display order.

Chapter 14

About(?)

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14.1 About

This window (see Fig. 14.1) shows the current version of ISEMeshTools.



Figure 14.1: About window.

Chapter 15

Acknowledgments

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15.1 Design concepts

I wish to thank Christoph Zollikofer and Marcia Ponce de León, from whom I borrowed many of the design concepts implemented in FoRM-IT (Fossil Reconstruction and Morphometry Interactive Toolkit; [[Zollikofer and Ponce de León, 1995, 2005](#)]).

15.2 Code development

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15.3 Specimens illustrated

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Christoph Zollikofer and Marcia Ponce de León from the Anthropological Institute and Museum of Zürich, Jacques Cuisin from the Musée d'Histoire Naturelle de Paris, Peter Giere and Robert Asher from the Museum für Naturkunde (Berlin), Suzane Jiquel from the ISEM, Nadine Mestre-Francès from the Université Montpellier II. Thanks also to Mona Le Luyer and Pauline Colombet (PACEA, Bordeaux) , the PEPS IdEx Bordeaux / CNRS 3 Dent'in for the access to the digital reconstruction of the specimen SP07 of Sains-en-Gohelle, and Cédric Beauval and Archéosphère SARL (Bordeaux) for the access to these remains.

15.4 3D data acquisition facilities

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